

PRIMA OFFICIAL GAME GUIDE

WRITTEN BY DAVID SJ HODGSON

Prima Games

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ABOUT THE AUTHOR



Originally hailing from the English city of Manchester, David began his career in 1995, writing for numerous classic British gaming magazines from a rusting, condemned, bohemian dry-docked German fishing trawler floating on the River Thames. Fleeing the United Kingdom, he joined the crew at the part-fraternity, part-sanitarium known as *GameFan* magazine. David helped launch GameFan Books and form Gamers' Republic, was partly responsible for the wildly unsuccessful *incite* Video Gaming and Gamers.com. He began authoring guides for Prima in 2000. He has written over 60 strategy guides, including: *The Legend of Zelda: Twilight Princess*, *Assassin's Creed*, *Half-Life: Orange Box*, *Mario Kart Wii*, and *Fallout 3*. He lives in the Pacific Northwest with his wife Melanie, and an eight-foot statue of Great Cthulhu.

We want to hear from you! E-mail comments and feedback to dhodgson@primagames.com.

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To my loving wife Melanie; Mum, Dad, and Ian; The Moon Wiring Club, Ladytron, Kraftwerk, and Laibach; Ron & Fez, and K for Kadath: The home of the gods of Earth, Which has killed every visitor (Save for the dreaming Randolph Carter), And thus is not overly known for its mirth.

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01 TRAINING

WELCOME TO THE RED WEST

Deep in the baking heart of the Nevada desert lies the town that wants to be a city: Caldera. With a long history of terrible secrets, you have returned from a five-year banishment to find your home in flames and a lawless thug gang ruling the settlement with an iron grip of fear and violence. But something larger than looting is going on here. Can you find out where the rest of your clan is and restore order?

Welcome to *Prima's Essential Guide to Red Steel 2*. Don't let the diminutive size of this tome fool you; this book is jammed with information on finding every secret alcove, flooring every foe, and completing this adventure at the highest difficulty level, in the most proficient and optimal manner! To ease yourself into this game, read the instruction manual that came with the game before continuing.

Ready? Then let's learn how to really slice and dice!

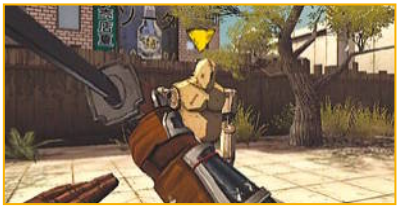
ATTACKING FUNDAMENTALS

Learn the basic techniques to ensure your swordplay is professional and that enemies taste the correct end of your Katana! Then learn advanced techniques called hidden strikes and get other upgrades by purchasing them at Jian's forge (the "Weapons and Powers" chapter deals with every purchase in the adventure). Here are some tips for each technique.

TRAINING WITH JIAN

Basic Sword Training

Prepare to Move



- Drawing your arm back is important!
- Use your whole arm for swinging.
- You can change how much physical exertion it takes to execute swings in the Options menu.
- Remember to swing with your elbow.

Horizontal Attack



- Swing the Wii Remote to attack. Remember to draw your arm back!
- Once again, remember to swing with your elbow.
- Although the on-screen prompts show you swinging from right to left, the reverse is also encouraged.

Advanced Sword Training

Vertical Attack



- Swing the Wii Remote down. Remember to draw your arm back!
- As with horizontal attacks, use your whole arm.
- You can slash from low to high, but a vertical attack is more potent in a downward motion.

Stab Attack



- Quickly thrust the Wii Remote forward.
- Remember to use quick motions.
- You may wish to move your arm back, then thrust forward so the stab succeeds.

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Strong Attack



- Swing wide for a stronger swinging attack.
- The wider you swing, the more damage you inflict.
- Although the on-screen prompts show you swinging from right to left, the reverse is also encouraged.

TIP

Horizontal, vertical, stabbing, and downward attacks all appear as different icons. When they appear over enemies, it means you can finish them; this is excellent because it is quicker and gives you greater rewards than continuing simple slashing.

Parry Training

Parry Stance



- Hold Ⓐ to parry. Your sword is drawn and raised, in readiness to block an attack.
- When you see an enemy swing back for an attack, simply get into the stance by holding Ⓐ.
- Note the sparks of purple electricity if you succeed in parrying an enemy attack.

Parry Attack



- This is also known as a counterattack; parry a hit, and then swing at your foe to retaliate.
- You can move while parrying.
- Parrying also blocks bullets; use this when closing the distance between you and a Quickdraw.
- Use a mixture of offense and defense in combat.

Armored Enemy Training



- Use strong attacks to defeat an armored enemy.
- These are achieved with *wide swings* of your Katana.
- Swing from left to right, or right to left, using your Wii Remote.
- Remember; you can select how easy it is to make a wide swing in the Options menu.
- Strong attacks destroy armor, but most armor has several layers.
- In practical terms, three wide swings take care of most armor.
- Strong attacks also stagger foes a little and inflict more damage on them.
- Remember to use fluid motions and swing with your whole arm.

Parry Strong Attacks



- A red glow means an enemy is about to launch a strong attack.
- You must tilt your Wii Remote in different ways to parry strong attacks.
- The horizontal parry stops vertical enemy attacks: To attempt this, hold Ⓐ, then tilt your Wii Remote to the left.
- The vertical parry stops horizontal enemy attacks: To attempt this, hold Ⓐ, then tilt your Wii Remote upright.
- Once you successfully parry an attack, the enemy is open to a counterattack: Always try a strong attack, normal slicing attack, or gunfire after a parry!

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Countering Enemy Defenses: Enemy Directional Guard

Breaking a Vertical Block



- Enemies holding their weapons vertically will block horizontal attacks that you attempt.
- Instead, you should execute a vertical attack; swing parallel to the weapon the enemy is holding to counter this block.
- A vertical attack is a swing down, and it will break a foe's vertical block.

Breaking a Horizontal Block



- Enemies holding their weapons horizontally will block vertical attacks that you attempt.
- Instead, you should execute a horizontal attack; swing parallel to the weapon the enemy is holding to counter this block.
- A horizontal attack is a swing left to right or right to left, and it will break a foe's horizontal block.

Guard Break



- Even the most well-defended enemies, such as this dummy blocking with two weapons, can have their block broken.
- Three strong attacks in a row can break an enemy's guard. Swing wide!

TRAINING ON YOUR OWN: GUNPLAY



The one thing Jian doesn't teach you is the fine art of blasting foes in the face. Your other weapon is a .357 Longarm, which can be upgraded.

Three other weapons are available throughout your adventure, but your trusty Longarm is your initial armament. To perfect your technique, fire at an enemy's head for quick takedowns. To slow or stop a foe, shoot their feet.

Blast foes leaping at you while they're in the air. You can also shoot foes lying on the ground.

Blast foes carrying their own firearms instead of running at them. If you can't reach enemies, shoot them!

COMBOS AND FINISHERS



Now that you know the basics, you should also be aware of combos and finishers. Combos are basically two linked attacks that defeat a foe in a flourish of visually impressive skill. The "Weapons and Powers" chapter lists all these moves, and most are attempted via powers or hidden strikes.



Finishers are attacks on an already-damaged foe that literally "finish them off." These are mostly horizontal or vertical attacks, or stabs (although some hidden strikes revealed in the "Weapons and Powers" chapter can be used as finishers, too). Basically, look for the "finisher indicator" (the icon in the picture), and then replicate the action prompted to execute the finisher. Why? You'll look cool and acquire more cash. Why do you need cash? Glad you asked . . . .

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GAME PLAN: MAKING MONEY

Although you may not initially know it, the object of this adventure is to complete all of the mission objectives (including the optional ones, ideally), attack and defeat every enemy you encounter, and purchase upgrades to your sword, techniques, guns, and personage. To win, you must become more powerful. To become more powerful, you need cold, hard cash! Money is gathered in different ways, including collecting cash from scenery, locating collectibles, defeating enemies, and completing mission objectives.

COLLECTING SPARE CASH FROM SCENERY

Every single chamber you enter, with the exception of safehouses, has scattered scenery, and inside it is treasure ranging from a few coins to a pile of gold bars and ammunition. Here are examples of the different types of scenery to look for:



Barrels and crates can be shot or smashed with your sword.



Bottles, small boxes, and other debris can be shot or smashed with your sword.



Containers, mailboxes, plant pots, etc.: Shoot these or smash them with your sword.



Shoot the red locks off small and large locked chests and lockers.



Access locked wall compartments by shooting the red locks.



Sash chests can be opened with a swipe of your sword.



Swipe sash wall compartments with your sword.



Shoot wall units and fans with your gun.

TIP

Tap Ⓐ to make a short charge forward with your sword; this crashes through most scenery and allows you to rest your sword arm instead of slashing at crates as well as every enemy! Otherwise, shoot scenery with your Longarm or Johnnygun, but watch you don't run out of ammo.

TIP

Smashing every barrel or crate in the world may seem tedious, so stop if you're not having fun. However, this plan does ensure you can purchase every upgrade available.

LOCATING COLLECTIBLES

As well as scenic objects to bludgeon, shoot, or strike, there are three types of collectibles scattered throughout your adventure, and each is worth as much as a location scavenge. Look for Sheriff Stars, Tokens, and Safes.

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Sheriff Stars ($3,000): These are the most numerous; look for a glowing, floating gold star in a circle. They are always out of reach and must be shot to be acquired.



Tokens ($5,000): These are less numerous, and they are usually found in hidden alcoves or behind crates and other scenery. You walk into them, and they are worth more than the other collectibles.



Safes ($3,000): The least plentiful, Safes are tucked away inside buildings or caches, and are opened using easy-to-follow on-screen instructions. Grab the gold in here!

TIP

The walkthrough shows you where every single collectible is. Don't forget to check the maps and walkthrough in this guide; collectibles can't be returned to once you enter certain "points of no return", and many are fiendishly hidden!

DEFEATING FOES



Any fool can wade into combat waggling a Katana and hoping to skewer a foe or two. But the deadliest assassins know that certain maneuvers (some are awarded throughout your adventure, while others are bought) increase your wealth, too! With this in mind, make sure you learn the "Combat Actions that Earn Cash" table, and then defeat each foe using the techniques that are the most profitable, wherever possible!

Combat Actions that Earn Cash

Action	Additional Reward
Knocking down an enemy to the ground	$50
Bringing an enemy near death	$100
Shooting an enemy in the head	$150
Shooting a foe in the legs	$150
Performing The Rush	$250
Performing The Guillotine	$300
Performing The Storm	$350
Performing The Shot	$400
Performing The Matador	$450
Performing The Ram	$500
Performing The Crush	$550
Performing The Reaper	$600
Performing The Dragon	$200
Performing The Bear	$250
Performing The Eagle	$500
Performing The Tiger	$500
Performing The Cobra	$1,000

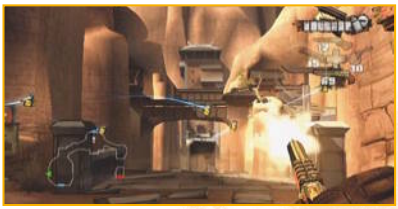
Performing finishing moves multiplies the amount of money accumulated for each enemy.

Finishing Move Multipliers

Action	Reward Multiplier
Basic finish kills	× 2
Advanced finish kills (hidden strikes)	× 3

TIP

Remember! Make sure you're interacting with every enemy using a power and/or hidden strike (such as The Ram or The Tiger) to rack up the cash!



One foe gives you a wealth of cash; periodically, a set number of Drones can be seen carrying treasure across the screen. They vanish quickly and are hard to hit, but they carry around $6,000–12,000 between them. Keep your eyes

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open for these guys, and shoot them to obtain the funds. Check the walkthrough for their appearances.

COMPLETING MISSION OBJECTIVES



Whether you're clearing a squad of Katakara Soldiers or powering up a comm tower, every single objective in your adventure gives you money. There are optional objectives too, and while they're not mandatory, they usually reward you with masses of cash (starting at around $3,000 and topping out at nearly $30,000!). Complete all mission objectives!

WHY SCAVENGE?



You want to fire explosive rounds from an upgraded Sidewinder, don't you? You'd like to floor foes with an amazing hidden strike charge known as The Reaper? You want to tackle the toughest foes with a sword 200 percent more deadly than the initial blade, right? Then collect as much as you can, and spend wisely at forges, sheriff's offices, and casinos. The exact places to spend your money are detailed in the "Weapons and Powers" chapter.

TIP

Return to previously explored locations once you've completed an objective, and many of the scenery and objects in there will have respawned, which means you can crack them open and collect monies all over again!

DIFFICULTY LEVELS AND CHALLENGE MODE



Now that you know the basics of combat and the rewards you're striving for, it is good to remember there are three difficulty modes to the game. As you'd expect, you are weaker and your foes take more damage the greater the difficulty is. However, it is worth playing through on Ninja difficulty (all the techniques in this guide are suitable for the highest difficulty) so you can perfect Challenge Mode.

Challenge Mode opens up once you complete a particular stage (starting at Stage 2: Jackals). If you access Challenge Mode, you play through the stage again, with the upgrades you have accrued in the main game (so you can replay earlier stages with far more upgrades available, which is great fun!). During this time, you don't purchase anything, and you are graded on the following:

Money Earned: The amount of cash collected (so crack open every crate, chest, barrel; find every collectible; and defeat foes using techniques that reward you the most cash).

Difficulty Rank: The difficulty level (which is the reason to play through on Ninja difficulty).

Life Rank: How healthy you were during all parts of the mission. So follow the takedowns (especially for the bosses) in this guide and purchase health upgrades.

Final Score: This is then calculated, and you're awarded a Bronze, Silver, or Gold medal, along with a cash bonus. This is yet another way to increase your cash!

TIP

For example, complete Stage 2: Jackals, and then replay it and obtain a Gold medal to gain an extra $20,000 to spend during Stage 3!

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TOP TIPS FOR KUSAGARI SURVIVAL AGAINST THE CLANS

Before you head off into the Red West, remember a few salient points:



The Ram and The Reaper (shown) can break enemy guards, which is vital when facing the infamous Ninja clan!



The Crush (shown) and The Reaper can destroy armor, which makes them among the most valuable hidden strikes.



The Eagle knocks enemies into the air, and you can follow them and attack in the air, ending with a finisher on the ground. Not only is this cool, but other foes can't hit you while you're flying!



When the environment allows it, use The Dragon (shown) or The Eagle to throw your enemies off cliffs for an instant enemy defeat.



Accurate shooting is very useful: Shooting in the legs or the head opens a finisher opportunity.

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02 WEAPONS AND POWERS

There are three main upgrade types that you can purchase during in your adventure: those at Jian's forge, the ones in Sheriff Judd's armory, and those at Songan's gambling room. This chapter shows what enhancements are available and when, and gives tips on the upgrades and techniques to go for first.

TIP

Remember that all the later forges, armories, and gambling rooms have the previous items already unlocked. Also, some upgrades can only be purchased if a similar, earlier upgrade has been bought.

JIAN'S TRAINING AND FORGE

Jian's forge grants you three types of techniques: Kusagari powers, Katana upgrades, and hidden strikes. They are available throughout your adventure.



KUSAGARI POWERS AND UPGRADES

Kusagari Power/Upgrade	Stage First Available	Location #	Cost ($$$)
Kusagari Power: The Bear	**Stage 5: Chase**	**14**	**Free**
The Bear: Damage Upgrade I	Stage 6: Rattlesnake Canyon	9, 25	$10,000
The Bear: Stun Upgrade I	Stage 6: Rattlesnake Canyon	9, 25	$10,000
The Bear: Area of Effect I	Stage 6: Rattlesnake Canyon	9, 25	$10,000
The Bear: Damage Upgrade II	Stage 6: Rattlesnake Canyon	9, 25	$20,000
The Bear: Stun Upgrade II	Stage 6: Rattlesnake Canyon	9, 25	$20,000
The Bear: Area of Effect II	Stage 6: Rattlesnake Canyon	9, 25	$20,000
Kusagari Power: The Eagle	**Stage 2: Jackals**	**12**	**Free**
The Eagle: Damage Upgrade I	Stage 4: Katakara	8	$10,000
The Eagle: Damage Upgrade II	Stage 6: Rattlesnake Canyon	9, 25	$20,000
Kusagari Power: The Cobra	**Stage 6: Rattlesnake Canyon**	**4**	**Free**
The Cobra: Damage Upgrade I	Stage 6: Rattlesnake Canyon	9, 25	$10,000
The Cobra: Number of Shots I	Stage 6: Rattlesnake Canyon	9, 25	$10,000

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Kusagari Power/Upgrade	Stage First Available	Location #	Cost ($$$)
The Cobra: Charge Speed I	Stage 6: Rattlesnake Canyon	9, 25	$10,000
The Cobra: Damage Upgrade II	Stage 6: Rattlesnake Canyon	9, 25	$20,000
The Cobra: Number of Shots II	Stage 6: Rattlesnake Canyon	9, 25	$20,000
The Cobra: Charge Speed II	Stage 6: Rattlesnake Canyon	9, 25	$20,000
Kusagari Power: The Dragon	**Stage 4: Katakara**	**23**	**Free**
The Dragon: Damage Upgrade I	Stage 6: Rattlesnake Canyon	9, 25	$10,000
The Dragon: Force I	Stage 6: Rattlesnake Canyon	9, 25	$10,000
The Dragon: Damage Upgrade II	Stage 6: Rattlesnake Canyon	9, 25	$20,000
The Dragon: Force II	Stage 6: Rattlesnake Canyon	9, 25	$20,000
Kusagari Power: The Tiger	**Stage 4: Katakara**	**5**	**Free**
The Tiger: Protect Time I	Stage 4: Katakara	8	$10,000
The Tiger: Force I	Stage 4: Katakara	8	$10,000
The Tiger: Protect Time II	Stage 6: Rattlesnake Canyon	9, 25	$20,000
The Tiger: Force II	Stage 6: Rattlesnake Canyon	9, 25	$20,000

The Bear





Remember the following when attempting this technique:

- Use The Bear to knock down enemies. Hold Ⓐ and Ⓑ together, then swing down. This creates a ground shockwave that staggers and damages multiple enemies.
- A fully charged Bear will knock down enemies and will hit more of them.
- Fully charge The Bear by holding Ⓐ and Ⓑ for a second, until your Katana flashes.
- Use The Bear in combat situations where you're being swarmed by multiple foes, then follow up with other attacks while your enemies are reeling or have fallen.

Damage Upgrade I ($10,000)



This increases the damage the attack inflicts.

Stun Upgrade I ($10,000)



This increases the length of time an enemy is stunned.

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Area of Effect I ($10,000)



This upgrade increases the area of effect for this power.

Damage Upgrade II ($20,000)



This further increases the damage the attack inflicts.

Stun Upgrade II ($20,000)



This further increases the length of time an enemy is stunned.

Area of Effect II ($20,000)



This further increases the area of effect of this power.

TIP

This Kusagari technique is very useful for handling a lot of enemies. It allows you to shake the ground and control any number of enemies with a unique move. These enemies can be easily finished or damaged.

The Eagle





Remember the following when attempting this technique:

- Use The Eagle to knock enemies into the air.
- The Eagle is activated by holding Ⓐ and Ⓑ together to charge your sword. (This charge is the usual first step when attempting many Kusagari powers, so remember it!)
- Attempt The Eagle by charging your sword, then swinging the Wii Remote upward.
- Charge your sword for under a second, then swing up to execute an Eagle.
- Charge your sword for one second or more, then swing up to execute a fully charged Eagle.
- The Katana you're holding flashes after the one-second mark.
- You may need to hold it for longer if you're positioning yourself near or chasing an enemy.
- Longer charges mean stronger hits. The Eagle knocks foes up and then down.
- You can then easily finish them when they land.
- Or, you can dodge forward (Ⓐ) to follow the launched foe and attack in the air!
- These airborne strikes (dodge, then swing your Wii Remote) inflict more pain on a defenseless foe.
- Finish your foes before they land or after they fall to the ground.

Damage Upgrade I ($10,000)



This increases the damage the attack inflicts.

Damage Upgrade II ($20,000)



This further increases the damage the attack inflicts.

TIP

You can execute combos after this power. Dash at the enemy in the air using Ⓐ to jump in, and then choose between a powerful gunshot and a mighty slash. You can also just shoot your enemy to death; enemies in the air have no way to defend themselves.

The Cobra





Remember the following when attempting this technique:

- Use The Cobra to fire many bullets at once.
- Hold Ⓑ and aim with the Wii Remote to pick targets. Release Ⓑ to shoot.
- Notice the gold target symbols appearing over the enemy's head? That ensures you're successful in your aiming.
- The Cobra is handy because it can also hit multiple targets; simply move your Wii Remote to different targets while holding Ⓑ.

Although excellent and impressive fun, this power does tend to drain your ammo supplies, and there are Katana techniques that are just as potent. However, this is great for taking out multiple Jackals or Gunners from long range.

Damage Upgrade I ($10,000)



This increases the damage the attack inflicts.

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Number of Shots I ($10,000)

This upgrade increases the number of shots fired in one burst.

Charge Speed I ($10,000)

This upgrade increases the speed with which the attack is ready.

Damage Upgrade II ($20,000)

This further increases the damage the attack inflicts.

Number of Shots II ($20,000)

This upgrade further increases the number of shots fired in one burst.

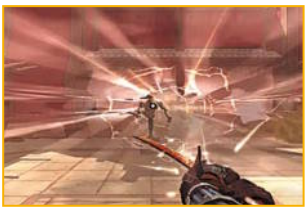
Charge Speed II ($20,000)

This upgrade further increases the speed with which the attack is ready.

TIP

The Cobra is your gun technique. It works only with your .357 Longarm. You focus all your gun skill in a single wave of bullets. It does monstrous damage and can sometimes break through the enemy defenses.

The Dragon



Remember the following when attempting this technique:

- Use The Dragon to push back enemies.
- Hold Ⓐ and Ⓑ, then swing the Wii Remote. Imagine throwing a disc.
- Remember to swing out in front of you.
- The direction of The Dragon depends on where you stop your swing.
- The Dragon is excellent for stopping charging foes or pushing them back.
- It is also excellent for knocking them down, allowing easy finishers.
- Another asset is that it can knock foes off cliffs if they are near the edge.

Damage Upgrade I ($10,000)

This increases the damage the attack inflicts.

Force I ($10,000)

This upgrade increases the length of time an enemy is stunned.

Damage Upgrade II ($20,000)

This further increases the damage the attack inflicts.

Force II ($20,000)

This upgrade further increases the length of time an enemy is stunned.

TIP

This is one of your most offensive Katana techniques. It launches a flow of energy in the direction you're aiming. Damaging enemies is not its only strength. You can use it to push enemies against a wall to stun them. You can also send them plummeting off a cliff.

The Tiger



Remember the following when attempting this technique:

- Use The Tiger to counter attacks. Approach your target, or have one about to attack you.
- Hold Ⓐ, then shake the Nunchuk and Wii Remote at the same time to perform The Tiger.
- This is a defensive power, but it is incredibly useful; it blocks all sword strikes, including those of powerful bosses!
- This is the ultimate parry; upgrade it when you can, and practice it from this point on!
- Wait until a foe is about to strike, then execute The Tiger to counter.
- The countered enemy is defenseless for a few seconds; attack with strong swings or your preferred combo!
- The Tiger can counter any attack.

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Protect Time I ($10,000)

This upgrade increases the protection duration.

Force I ($10,000)

This upgrade increases the enemy stun duration.

Protect Time II ($20,000)

This upgrade further increases the protection duration.

Force II ($20,000)

This upgrade further increases the enemy stun duration.

TIP

The Tiger is a defensive technique. You can wait in guard mode, observing your enemy. When you're attacked you counter, opening your foe's guard with a full slow-motion effect that lets you destroy the enemy. Mastering this technique can save you from anything. *Anything!!*

KATANA AND UPGRADES



Katana Upgrade	Stage First Available	Location #	Cost ($$$)
Damage Upgrade I	Stage 2: Jackals	6	$15,000
Damage Upgrade II	Stage 2: Jackals	6	$20,000
Damage Upgrade III	Stage 4: Katakara	8	$35,000
Damage Upgrade IV	Stage 6: Rattlesnake Canyon	9, 25	$50,000
Damage Upgrade V	Stage 6: Rattlesnake Canyon	9, 25	$90,000

Sora Katana

Your Katana is one of the Sora Katana owned by the Kusagari clan. It's made of a rare alloy with a legendary technique known only by the Kusagari. It's your primary weapon, and its power is beyond limit.

Damage Upgrade I ($15,000)

Give the blade a good pass with a sharpening steel and oil, just to smooth out the notches. This increases Katana damage by 40 percent compared to normal.

Damage Upgrade II ($20,000)

Adjust the weight of the hilt to better fit the blade's balance to your stance. This increases Katana damage by 80 percent (total) compared to normal, and by 40 percent compared to Damage Upgrade I.

Damage Upgrade III ($35,000)

Strop the length of the blade with rottenstone, red iron, and nanoferrous polymers. This increases Katana damage by 120 percent (total) compared to normal, and by 40 percent compared to Damage Upgrade II.

Damage Upgrade IV ($50,000)

Heat the blade, and then...actually, never mind. It's too complex to explain: This increases Katana damage by 160 percent (total) compared to normal, and by 40 percent compared to Damage Upgrade III.

Damage Upgrade V ($90,000)

Use a secret technique to improve edge rigidity. No, I won't tell you what it is. This increases Katana damage by 200 percent (total) compared to normal, and by 40 percent compared to Damage Upgrade IV.

TIP

The Katana forms the main part of your combat techniques, and upgrading the damage has a bonus effect on all other techniques, such as hidden strikes, strong attacks, and simple slashing. Therefore, it is thoroughly recommended you upgrade this weapon as soon as you can!

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HIDDEN STRIKES

Hidden Strike	Stage First Available	Location #	Cost ($$$)
The Rush	Stage 1: The Main Drag to Caldera	4	$6,000
The Guillotine	Stage 2: Jackals	6	$10,000
The Storm	Stage 2: Jackals	6	$14,000
The Shot	Stage 4: Katakara	8	$18,000
The Matador	Stage 4: Katakara	8	$22,000
The Ram	Stage 6: Rattlesnake Canyon	9, 25	$26,000
The Crush	Stage 6: Rattlesnake Canyon	9, 25	$30,000
The Reaper	Stage 6: Rattlesnake Canyon	9, 25	$40,000

The Rush ($6,000)



The Rush is a long-range forward stab attack. Remember the following when attempting this technique:

- This attack becomes active only once you've paid for and trained in it.
- Combine two basic moves to trigger The Rush: Tap Ⓐ, then stab. Remember that timing is important.
- The Rush can be used as a knockdown combo to cause enemies to fall before finishing them.
- To trigger the knockdown combo, tap Ⓐ, then stab, then execute a vertical strike at the prone enemy; this combines The Rush and a swing down finisher.
- To use The Rush as a finisher, use it when you see the stab icon on a wounded foe. You gain a cash multiplier for doing so.

The Guillotine ($10,000)



When you use this jump attack, the hero rises up in the air before slashing downward to knock down the enemy. Remember the following when attempting this technique:

- Combine three basic moves to trigger The Guillotine: Tap Ⓐ twice before swinging down.
- Remember that timing is important!
- You can knock enemies to their knees with The Guillotine and then finish them.
- The Guillotine plus a horizontal swing finisher is a kneeling combo.
- When you see the swing down finish indicator, use The Guillotine to finish enemies.
- This is an excellent and versatile attack that can counter attacks and cover a good amount of distance. Use it and perfect it!

The Storm ($14,000)



This devastating 360-degree slash damages all the enemies surrounding the player. Remember the following when attempting this technique:

- Combine two basic moves to trigger The Storm: Tap Ⓩ, then swing horizontally.
- Timing is important!
- You can stun enemies with The Storm and then finish them.

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- The Storm plus the stab finisher is a stun combo.
- Use The Storm when you are surrounded or have foes to your sides or behind you.
- If applicable, use this instead of changing targets, as it is always better to quickly and adeptly inflict damage on a foe rather than waste time not fighting and simply target-changing.
- The Storm can also be a finisher. When you see the attack indicator, use The Storm to finish enemies.

The Shot ($18,000)



This power is a quick and precise shot combined with a dash movement. Remember the following when attempting this technique:

- Combine two basic moves to trigger The Shot: Dodge (Ⓐ), then press Ⓑ.
- You can knock enemies to their knees with The Shot and then finish them when you see the swing finish indicator.
- The Shot plus a horizontal swing finisher is a kneeling combo.
- When you see the stab finish indicator, use The Shot to finish enemies.
- You can use The Shot with any gun.
- This is a great and quick finisher, although it does use up bullets; this is its major drawback.

The Matador ($22,000)



The Matador is a combination of dodging and slashing that allows the player to quickly attack behind an enemy's back. Remember the following when attempting this technique:

- To trigger The Matador, dodge left (◁ + Ⓐ) or right (▷ + Ⓐ), then swing horizontally.
- You can stun enemies with The Matador and then finish them.
- The Matador plus a stab finisher is a stun combo.
- The Matador can also be a finisher. When you see the horizontal swing finisher indicator, use The Matador to finish enemies.
- This is an excellent attack; it's particularly useful for taking down foes with exposed backs, such as Chaingunners and Heavy Jackals.

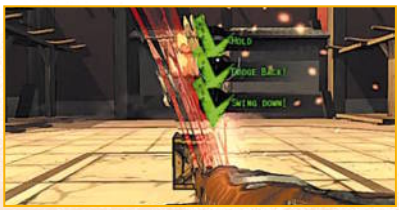
The Ram ($26,000)



This fierce forward attack with the Katana's handle breaks the enemy's guard. Remember the following when attempting this technique:

- Combine two basic moves to trigger the Ram: Tap (Ⓐ) and then swing down.
- You can stun enemies with The Ram and then finish them (with a stab finisher; look for the indicator).
- The Ram plus a stab finisher is a stun combo.
- You can also use The Ram as a finisher. When you see the swing down finisher indicator, use The Ram to finish enemies.
- The Ram is also good for covering distance; learn to perform this technique instead of moving forward and then attacking.
- This strike is primarily useful for attacking foes such as Ninjas or Katakara Tanks that tend to defend constantly.

The Crush ($30,000)



The Crush is a long-range vertical attack that can break light armor in one hit. Remember the following when attempting this technique:

- Combine three basic moves to trigger The Crush: Dodge back, then swing down.
- This is achieved by holding ◯, then pressing Ⓐ and swinging the Wii Remote down at the same time.

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- Initially, this may be difficult. Learn to quickly flick using , then immediately press Ⓐ and swing.
- You can knock enemies to their knees with The Crush and then finish them. Look for the swing finisher icon to complete the combo.
- The Crush plus a horizontal swing finisher is a kneeling combo.
- You can also use The Crush as a finisher. When you see the swing down finisher indicator, use The Crush to finish enemies.
- Basically, perform the entire maneuver (hold , press Ⓐ and swing the Wii Remote down) on a prone enemy.
- The Crush finisher gives you an extra cash reward and is very satisfying!
- Learn this strike! It is an excellent attack, as it covers a huge amount of distance, meaning you don't need to get shot or sliced as much when charging to attack; it hits automatically instead of you having to position yourself close to a foe. Use it!
- This is similar to The Reaper, but the attack is vertical, not horizontal. If your foe blocks The Crush, simply follow up with The Reaper!
- The Crush and The Reaper are the keys to finishing some bosses effectively.

The Reaper ($40,000)



A long-range horizontal swing with the ability to destroy medium armor in a single hit, this attack is so powerful that the enemies near you are knocked back during the attack. Remember the following when attempting this technique:

- Combine three basic moves to trigger The Reaper: Dodge back, then swing horizontally.
- This is achieved by holding , then pressing Ⓐ and swinging the Wii Remote left to right or right to left at the same time.
- Initially, this may be difficult. Learn to quickly flick using , then immediately press Ⓐ and swing.
- You can knock enemies down with The Reaper and then finish them. Look for the swing down finisher icon to complete the combo.
- The Reaper plus a swing down finisher is a knockdown combo.
- You can also use The Reaper as a finisher. When you see the horizontal swing finish indicator, use The Reaper to finish enemies.
- Basically, perform the entire maneuver (hold , press Ⓐ and swing the Wii Remote horizontally) on a prone enemy.
- The Reaper finisher gives you an extra cash reward and is very satisfying!
- Learn this strike! It is an excellent attack, and it covers a huge amount of distance, meaning you don't need to get shot or sliced as much when charging to attack; it hits automatically instead of you having to position yourself close to a foe. Use it!
- This is similar to The Crush, but the attack is horizontal, not vertical, and it knocks other nearby foes back, too.
- If you find your foe is blocking The Reaper, simply follow up with The Crush!
- The Crush and The Reaper are the keys to finishing some bosses effectively.

TIP

The hidden strikes are almost always recommended purchases, as they add an additional maneuver to your combat techniques. Some hidden strikes, such as The Guillotine, The Matador, and The Reaper, are key to easily defeating some of the more difficult foes, so make sure at least these are purchased! Remember to practice a newly learned technique for the next 2–3 fights so you don't forget it! Failure to employ a strike is simply a waste of money, and you're better off buying other upgrades instead!

SHERIFF JUDD'S ARMORY



Judd's armory grants you four types of weapon upgrades and ammunition, and three new weapons to complement your existing .357 Longarm. Sheriff's offices are scattered throughout your adventure as indicated in the tables:

TIP

Are you low on or out of ammunition? Then purchase more at the sheriff's offices!

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.357 LONGARM AND UPGRADES



Item/Upgrade	Stage First Available	Location #	Cost ($$$)
.357 Longarm: Weapon	**Stage 1: The Main Drag to Caldera**	**1**	**Free**
.357 Longarm Upgrade: Reload Speed I	Stage 2: Jackals	12	$10,000
.357 Longarm Upgrade: Rate of Fire I	Stage 2: Jackals	12	$10,000
.357 Longarm Upgrade: Accuracy I	Stage 2: Jackals	12	$10,000
.357 Longarm Upgrade: Reload Speed II	Stage 4: Katakara	5	$15,000
.357 Longarm Upgrade: Rate of Fire II	Stage 4: Katakara	5	$15,000
.357 Longarm Upgrade: Accuracy II	Stage 4: Katakara	5	$15,000
.357 Longarm Upgrade: Ricochet	Stage 5: Chase	14	$45,000
.357 Longarm Ammo Upgrade: Ammo I	Stage 2: Jackals	12	$6,000
.357 Longarm Ammo Upgrade: Ammo II	Stage 2: Jackals	12	$10,000
.357 Longarm Ammo Upgrade: Ammo III	Stage 2: Jackals	12	$18,000
.357 Longarm Ammo Upgrade: Ammo IV	Stage 4: Katakara	5	$30,000
.357 Longarm Ammo Upgrade: Ammo V	Stage 4: Katakara	5	$60,000

Original Weapon: .357 Longarm (Free)

The Kusagari have used this .357 long-barrel heavy revolver since it was first introduced. Anjo gave you this one and told you it had once been your grandfather's.

Reload Speed I ($10,000)

Polish and re-coat the cylinder cartridge bores. This decreases the reloading time.

Rate of Fire I ($10,000)

Grease the core bearings and loosen up the service pin. This increases the rate of fire.

Accuracy I ($10,000)

Balance out the core weight, just a little. This increases the accuracy.

Reload Speed II ($15,000)

Tighten the cylinder receiver spring and hone the latch. This decreases the reloading time.

Rate of Fire II ($15,000)

File down the hammer cross and lighten the cylinder. This increases the rate of fire.

Accuracy II ($15,000)

Replace the trigger with the best one on the market. This increases the accuracy.

Ricochet ($45,000)

Rebore the barrel to give bullets an "aero-cavitation" spin. Shots now ricochet off walls, allowing for trick shots (such as bouncing bullets at enemies around a corner, or in the bullet's ricocheting trajectory)!

Ammo I ($6,000)

Upgrade to Sterling Baker .357 Magnum jacketed soft points. This increases damage by 20 percent.

Ammo II ($10,000)

Upgrade to Matsugi .357 Magnum jacketed soft points. This increases damage by 20 percent.

Ammo III ($18,000)

Upgrade to Matsugi .357 Magnum semi-jacketed hollow points. This increases damage by 20 percent.

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Ammo IV ($30,000)

Upgrade to Sterling Baker .357 Magnum 158 Grain Ultras. This increases damage by 20 percent.

Ammo V ($60,000)

Upgrade to Matsugi .357 Magnum Codex-lined Frangibles. This increases damage by 20 percent.

TIP

You can upgrade the ammunition of your pistol and the pistol itself. Each ammo upgrade increases your firepower by 20 percent. The final upgrade allows bullets to bounce on floors or walls. You've already got this weapon, so it's worth buying these upgrades, as there's a plentiful supply of ammunition. Use this weapon for destroying red locks on gates and chests, and remember to combine this weapon with the hidden strike called The Shot; it's the only weapon that allows you to tag multiple foes.

TWIN-BARREL AND UPGRADES



Item/Upgrade	Stage First Available	Location #	Cost ($$$)
Twin-Barrel: Weapon	**Stage 2: Jackals**	**12**	**$80,000**
Twin-Barrel Upgrade: Reload Time I	Stage 2: Jackals	12	$14,000
Twin-Barrel Upgrade: Rate of Fire I	Stage 2: Jackals	12	$14,000
Twin-Barrel Upgrade: Shot Density I	Stage 2: Jackals	12	$14,000
Twin-Barrel Upgrade: Reload Time II	Stage 4: Katakara	5	$18,000
Twin-Barrel Upgrade: Rate of Fire II	Stage 4: Katakara	5	$18,000
Twin-Barrel Upgrade: Shot Density II	Stage 4: Katakara	5	$18,000
Twin-Barrel Upgrade: Armor-Break	Stage 5: Chase	14	$50,000
Twin-Barrel Ammo Upgrade: Ammo I	Stage 2: Jackals	12	$10,000
Twin-Barrel Ammo Upgrade: Ammo II	Stage 2: Jackals	12	$14,000
Twin-Barrel Ammo Upgrade: Ammo III	Stage 4: Katakara	5	$22,000
Twin-Barrel Ammo Upgrade: Ammo IV	Stage 4: Katakara	5	$38,000
Twin-Barrel Ammo Upgrade: Ammo V	Stage 5: Chase	14	$70,000

New Weapon: Twin-Barrel ($80,000)

The Tataro Model 344 Twin-Barrel shotgun is primarily a close-quarters weapon. Just showing it can end a fight—pulling the trigger certainly will. However, if you have limited funds, it is better to save your cash for .357 Longarm upgrades and the purchase of the Johnnygun during a future stage. You must purchase this weapon prior to the following upgrades:

Reload Time I ($14,000)

Reprime the break spring. But not too much. This decreases the reload time.

Rate of Fire I ($14,000)

Remove the crossbar suppressor. Didn't need that anyway. This increases the rate of fire.

Shot Density I ($14,000)

Modify the barrel loaders to handle high-density shot. This increases maximum damage.

Reload Time II ($18,000)

Install a Brookman auto-break unlatch system. This decreases the reloading time.

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Rate of Fire II ($18,000)

Replace the stock with a heavy-duty self-balancing one. This increases the rate of fire.

Shot Density II ($18,000)

Extend the loading tubes for ultra-dense shot. This increases the maximum damage.

Armor-Break ($50,000)

Coat the tubes with a kinetic-reflecting nano-polymer. Shots now break armor, which is incredibly handy when fighting Armored Jackals, Katakara Soldiers and Tanks, and other foes with armor.

Ammo I ($10,000)

Upgrade to Corondon 12-gauge standard lead buckshot. This increases the shotgun's damage by 20 percent.

Ammo II ($14,000)

Upgrade to Sterling Baker 12-gauge #00 buckshot. This increases the shotgun's damage by 20 percent.

Ammo III ($22,000)

Upgrade to Corondon 12-gauge #00 hydrocarbon buckshot. This increases damage by 20 percent.

Ammo IV ($38,000)

Upgrade to Corondon 12-gauge #000 buckshot. This increases damage by 20 percent.

Ammo V ($70,000)

Upgrade to Armistice Industries #000 cubic shot. This increases damage by 20 percent.

TIP

You can upgrade the ammunition of your gun and the gun itself. Each ammo upgrade increases your firepower by 20 percent. The final upgrade allows your shells to break enemies' armor. This can be a devastating weapon, although having the Longarm along with The Shot means it isn't mandatory to purchase the shotgun. The low number of shells you can carry is a problem, too. You can get away without buying this, if you choose to adventure without gathering enough funds for every upgrade, but some folks swear by the power of this shotgun!

JOHNNYGUN AND UPGRADES



Item/Upgrade	Stage First Available	Location #	Cost ($$$)
New Weapon: Johnnygun	**Stage 4: Katakara**	**5**	**$95,000**
Johnnygun Upgrade: Magazine Size I	Stage 4: Katakara	5	$15,000
Johnnygun Upgrade: Rate of Fire I	Stage 4: Katakara	5	$15,000
Johnnygun Upgrade: Accuracy I	Stage 4: Katakara	5	$15,000
Johnnygun Upgrade: Magazine Size II	Stage 5: Chase	14	$20,000
Johnnygun Upgrade: Rate of Fire II	Stage 5: Chase	14	$20,000
Johnnygun Upgrade: Accuracy II	Stage 5: Chase	14	$20,000
Johnnygun Upgrade: Piercing	Stage 6: Rattlesnake Canyon	4	$50,000
Johnnygun Ammo Upgrade: Ammo I	Stage 4: Katakara	5	$12,000
Johnnygun Ammo Upgrade: Ammo II	Stage 5: Chase	14	$18,000
Johnnygun Ammo Upgrade: Ammo III	Stage 5: Chase	14	$30,000
Johnnygun Ammo Upgrade: Ammo IV	Stage 6: Rattlesnake Canyon	4	$42,000
Johnnygun Ammo Upgrade: Ammo V	Stage 6: Rattlesnake Canyon	4	$60,000

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New Weapon: Johnnygun ($95,000)



The Littlejohn KH-570 was designed for wartime use. But it has stayed popular in the Red West. Illegal for civilian use outside the territories, this is a thoroughly recommended weapon, especially when fighting groups of foes. Watch the ammunition consumption, though! You must purchase this weapon prior to purchasing the upgrades.

Magazine Size I ($15,000)



Replace the stock magazine with a Broster Ultra V4. This increases the magazine size.

Rate of Fire I ($15,000)



Replace the recoil spring, receiving pin, and hammer. This increases the rate of fire.

Accuracy I ($15,000)



File down the recoil catch. Don't tell anyone, though. This decreases the shot spread.

Magazine Size II ($20,000)



Install retaining clips for an over-sized magazine. This increases the magazine size.

Rate of Fire II ($20,000)



Just replace the entire firing mechanism. It's easier that way. This increases the rate of fire.

Accuracy II ($20,000)



Install a gas forced-fire recoil suppressor. This decreases the shot spread.

Piercing ($50,000)



Rechamber the firing system for magnetized-core rounds. Shots now pierce through enemies and certain objects. This means you can take down enemies in a line behind each other!

Ammo I ($12,000)



Upgrade to Matsugi .45 ACP semiwadcutters. This increases damage by 20 percent.

Ammo II ($18,000)



Upgrade to Matsugi .45 ACP hardballs. This increases damage by 20 percent.

Ammo III ($30,000)



Upgrade to Sterling Baker .45 ACP hardballs. This increases damage by 20 percent.

Ammo IV ($42,000)



Upgrade to Sterling Baker .45 ACP semi-jacketed hollow points. This increases damage by 20 percent.

Ammo V ($60,000)



Upgrade to Armistice Industries .45 ACP centerpost hollow points. This increases damage by 20 percent.

TIP

You can upgrade the ammunition of your gun and the gun itself. Each ammo upgrade increases your firepower by 20 percent. The final upgrade allows your bullets to pierce through enemies, which is handy as you can defeat enemies lined up behind each other with one bullet! However, you're likely to go through ammunition incredibly quickly, which is this gun's main drawback. It can, however, be used to stop incoming Ninjas in a pinch, and is very handy in most circumstances. You can opt to ignore this, but the Johnnygun is recommended for clearing areas of both enemies and scenery!

SIDEWINDER AND UPGRADES



Item/Upgrade	Stage First Available	Location #	Cost ($$$)
New Weapon: Sidewinder	**Stage 5: Chase**	**14**	**$120,000**
Sidewinder Upgrade: Reload Time I	Stage 5: Chase	14	$18,000
Sidewinder Upgrade: Rate of Fire I	Stage 5: Chase	14	$18,000
Sidewinder Upgrade: Accuracy I	Stage 5: Chase	14	$18,000
Sidewinder Upgrade: Reload Time II	Stage 6: Rattlesnake Canyon	4	$25,000
Sidewinder Upgrade: Rate of Fire II	Stage 6: Rattlesnake Canyon	4	$25,000

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Item/Upgrade	Stage First Available	Location #	Cost ($$$)
Sidewinder Upgrade: Accuracy II	Stage 6: Rattlesnake Canyon	4	$25,000
Sidewinder Upgrade: Explosive Shots	Stage 6: Rattlesnake Canyon	4	$75,000
Sidewinder Ammo Upgrade: Ammo I	Stage 5: Chase	14	$15,000
Sidewinder Ammo Upgrade: Ammo II	Stage 6: Rattlesnake Canyon	4	$19,000
Sidewinder Ammo Upgrade: Ammo III	Stage 6: Rattlesnake Canyon	4	$32,000
Sidewinder Ammo Upgrade: Ammo IV	Stage 6: Rattlesnake Canyon	4	$45,000
Sidewinder Ammo Upgrade: Ammo V	Stage 6: Rattlesnake Canyon	4	$75,000

New Weapon: Sidewinder ($120,000)



The 42-SD (Sidewinder) is a medium-bore lever-action rifle. It's used for hunting varmints—or, at least, that's what it was designed for. This is arguably the most powerful single-shot weapon, and with upgrades it can knock multiple foes over with a single shot. It has very small and accurate crosshairs, and is designed to inflict massive damage with a single shot. For this reason, it is great to use during boss battles!

Reload Time I ($18,000)



Under-balance the ejector control feeder. This decreases reload time.

Rate of Fire I ($18,000)



Install a recoil-absorbing stock brace. This increases the rate of fire.

Accuracy I ($18,000)



Adjust the spine spring recoil ratio. This improves the accuracy.

Reload Time II ($25,000)



Add a little grease to the slide bearings. Works every time. This decreases the reload time.

Rate of Fire II ($25,000)



Remove the pre-ejection jam protector. It's outdated. This increases the rate of fire.

Accuracy II ($25,000)



Recast the trigger latch. Wish there was an easier way. This improves the accuracy.

Explosive Shots ($75,000)



Rechamber the gun for explosive rounds. Bullets now explode on impact. This is particularly awesome because it damages multiple foes near each other and can knock enemies away, oftentimes off a cliff!

Ammo I ($15,000)



Upgrade to Sterling Baker round-nose .30-30 cartridges. This increases damage by 20 percent.

Ammo II ($19,000)



Upgrade to Sterling Baker flat-nose .30-30 cartridges. This increases damage by 20 percent.

Ammo III ($32,000)



Upgrade to Corondon flat-nose .30-30 cartridges. This increases damage by 20 percent.

Ammo IV ($45,000)



Upgrade to Sterling Baker spire-point .30-30 cartridges. This increases damage by 20 percent.

Ammo V ($75,000)



Upgrade to premium Matsugi spire-point .30-30 cartridges. This increases damage by 20 percent.

TIP

You can upgrade the ammunition of your gun and the gun itself. Each ammo upgrade powers up your firepower by 20 percent. The final upgrade allows your bullets to explode when they hit, which makes this the single most devastating one-hit offensive power you can own. Although you may balk at the price of the weapon and upgrades, you can breeze through the later stages shooting multiple foes off cliffs with a single blast. A powered-up Sidewinder is the key to defeating some major boss characters, too. Buy it!!

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SONGAN'S GAMBLING ROOMS



Songan's gambling rooms grant you four types of health, armor, and takedown benefits to complement your increasingly powerful Katana techniques and firearms collection: trophies, emblems, aces, and armor. Songan's casinos are scattered throughout your adventure.

TIP

Need more health or armor? Spend your money here! Remember that playing cards are one-use items, but you can purchase new ones.

SONGAN'S TROPHIES

Item/Upgrade	Stage First Available	Location #	Cost ($$$)
Songan's Trophies: Jackal	Stage 4: Katakara	25	$12,000
Songan's Trophies: Jackal Elite	Stage 4: Katakara	25	$15,000
Songan's Trophies: Katakara	Stage 4: Katakara	25	$18,000
Songan's Trophies: Katakara Elite	Stage 4: Katakara	25	$25,000
Songan's Trophies: Ninja	Stage 5: Chase	20	$20,000
Songan's Trophies: Ninja Elite	Stage 6: Rattlesnake Canyon	29	$35,000

Jackal ($12,000)

Jackals tend to badly overextend their reach in combat. This can be easily exploited: Your time window for triggering finishers on Jackals is extended.

Jackal Elite ($15,000)

Jackals seem to use a basic Kenjutsu style, but with many holes in their technique: Your time window for triggering finishers on Jackals is further extended.

Katakara ($18,000)

Katakara are disciplined, but rigid. Keeping them off-balance is sure to open their guard. Your time window for triggering finishers on Jackals is extended.

Katakara Elite ($18,000)

Miramushu has trained the Katakara, clearly. Their style is badly outdated. Your time window for triggering finishers on Jackals is further extended.

Ninja ($20,000)

Ninjas seem to rely on speed. Strike firmly, and they will fall. Your time window for triggering finishers on Ninja is extended.

Ninja Elite ($35,000)

Ninjas are deadly, yes—but their technique seems to rely on fear. But against an enemy who has no fear... Your time window for triggering finishers on Ninjas is extended.

TIP

These mask-like trophies are a good way to increase the chance of a successful finisher, as they increase the time window and keep foes dazed for longer. However, if you aren't having problems battling foes, save your funds for other upgrades. These are recommended, but not vital, although the Ninja trophies are particularly helpful in the later stages.

KUSAGARI EMBLEMS: EXTENDED LIFE

Item/Upgrade	Stage First Available	Location #	Cost ($$$)
Extended Life: Kusagari Emblems (left arm)	Stage 4: Katakara	25	$15,000
Extended Life: Kusagari Emblems (right arm)	Stage 4: Katakara	25	$35,000
Extended Life: Kusagari Emblems (upper torso)	Stage 4: Katakara	25	$50,000
Extended Life: Kusagari Emblems (lower torso)	Stage 4: Katakara	25	$80,000

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Emblems increase your health bar and, therefore, the damage you can withstand in combat. The higher the cost, the more damage you can absorb. Emblems are recommended purchases for their obvious health benefits. If you have limited funds, you could opt to purchase emblems along with an ace (an extra life), rather than (for example) armor as well. Why? Because an ace resurrects you with a certain percentage of your health, and emblems increase your health total. Therefore, it is better to have a larger amount of health if an ace is used.

Emblems are relatively cheap and are a great way to increase your stamina for lengthy battles or when facing bosses. The life extensions are permanent, too.

TIP

When you're considering buying emblems, extra lives, and armor, it is far better to pass on the Aces of Spades, Diamonds, and Clubs and use your cash to add armor and health to your health bar, because armor regenerates after each fight, and aces do not. The Ace of Hearts, which is the best one to buy, is the only recommended extra life to consider, as it grants you full recovery, including armor, while the others do not. Basically, aces can be a waste of cash because they are only used once. And if you fall in combat, you can always restart at the last save point!

ACES: EXTRA LIVES

Item/Upgrade	Stage First Available	Location #	Cost ($$$)
Extra Life: Ace of Spades	Stage 4: Katakara	25	$15,000
Extra Life: Ace of Diamonds	Stage 5: Chase	20	$20,000
Extra Life: Ace of Clubs	Stage 5: Chase	20	$25,000
Extra Life: Ace of Hearts	Stage 5: Chase	20	$30,000

Aces give you a second chance when you fall on the battlefield. You are revived with 25 percent, 50 percent, 75 percent, or 100 percent of your health. It is better to buy armor instead, as these are one-use items (if you die, the ace is automatically used, and then it is removed from your health bar), and except with the Ace of Hearts, you don't return with any armor! The only one worth your money is the Ace of Hearts, as it grants you complete regeneration, including armor.

However, it is usually better (if you're strapped for cash) to purchase upgrades to The Tiger and simply defend attacks without being struck too many times.

NOTE

You do not have to purchase the other aces before buying the Ace of Hearts.

SONGAN'S ARMOR

Item/Upgrade	Stage First Available	Location #	Cost ($$$)
Armor: Neck	Stage 4: Katakara	25	$40,000
Armor: Right Arm	Stage 4: Katakara	25	$25,000
Armor: Torso	Stage 4: Katakara	25	$60,000
Armor: Left Arm	Stage 4: Katakara	25	$15,000

This armor absorbs a single hit from any enemy, once per fight. This is very useful when you're perfecting new techniques or fighting a boss. If you're short on funds, buy the cheap armor first (as each gives the same effect) so you can buy other upgrades. Armor is a worthwhile addition to your personal protection; buy all you can afford.

TIP

If you're unable to defeat a tough boss and require extra health and armor to accomplish the task, you could buy an extra life (preferably the Ace of Hearts). However, it is better to spend funds on other upgrades so that you don't get defeated and need to use the aces. Upgrade your powers, Katana, guns, or hidden strikes (and then practice those strikes) instead.

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03 CLANS AND ENEMIES

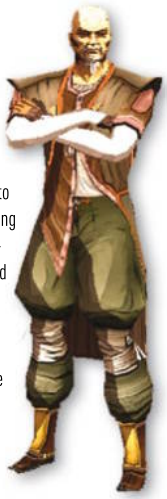
This chapter reveals who you're allied with as you progress through the city of Caldera and beyond, the clans you're fighting against (including their leaders), and general advice on defeating each enemy type.

TIP

For other takedown tactics, refer to the walkthrough for the particular fight you're engaged in, or the "Weapons and Powers" chapter regarding specific powers, upgrades, or techniques you can use.

ALLIES

MASTER JIAN



The swordmaster of the Kusagari clan is not a true member of the clan. Jian was born in China but immigrated to North America as a boy and took an oath of allegiance to the clan at a very young age. No living Kusagari has known another swordmaster, though his sharp tongue and impatience belie his age. A master of both the blade and the forge, he has forgotten more about the way of the Kusagari path than many true clan members ever learn.

SHERIFF STEVE JUDD



Caldera has elected the same sheriff 42 years running. In his youth, he was the meanest gunman this side of the Mississippi, but age and responsibility have mellowed him some, and working alongside the Kusagari clan to keep Caldera clean has taught him a few things about honor. As long as Sheriff Judd is still breathing, Caldera has a defender. Unfortunately, he hasn't been heard from since the Jackals attacked....

TAMIKO



Smart and strong-willed, Tamiko spent years as a lab tech in the Kusagari Research Division, studying the properties of the unusual ores that can be found in and around Caldera. Technically savvy, she isn't above a little hacking to get the job done. When the Jackals attacked Caldera, she quickly set up communication posts to help the townspeople keep in contact...and now she's trying to organize an active resistance. She could use some help.

SONGAN



Caldera's underworld is populated by rogues and cutthroats—any city this far from the rest of the world is a natural haven for such characters. Songan is, perhaps, an exception—a true businessman whose only interest is the potential for profit. Good, bad, moral, wrong—these concepts are irrelevant to the truly enlightened, and Songan is nothing if not liberated. His place, the Ace of Spades, holds prizefights (among other "services").

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NOTE

In this chapter, enemies are referred to as Base, Experienced, Veteran, or Elite, along with their health and the damage they inflict. The level of the enemy goes up the farther into the adventure you are, so Jackals encountered in stage 1 are Base level, but those encountered in stage 7 are likely to be Elite. A single strike from your Katana inflicts around 150 points of damage, so you can roughly work out from the statistics how many hits it will take to dispatch each foe. The damage a foe inflicts can be seen as a segment loss on your health bar. Once you know how much of a loss (for example) a 30-point hit from a Jackal removes, you can roughly understand how much damage you'll take from all other attacks. These statistics are only included for those wanting to work this information out for themselves.

The difficulty level you've chosen also increases the level of each enemy you face. For example, on Ninja difficulty, expect all foes to be of Veteran or Elite status.

ENEMIES: THE JACKAL CLAN

Desert scavengers, the Jackals are a vast gang of thugs, ex-cons, murderers, and thieves who inhabit the vast, dusty wasteland of the Red West between Los Angeles and Austin. Ruled by a charismatic psychopath named Payne, they have wiped out or assimilated every competitor to challenge them in the last 30 years, and have proven as resilient as desert rats. Normal folks don't cross the desert without an escort these days.

JACKAL THUG

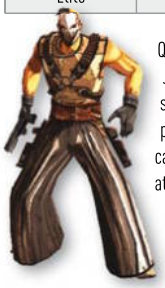
Level	Health	Damage Inflicted
Base	150	30–55
Experienced	320	50–75
Veteran	320	65–90
Elite	320	80–100



Jackal Thugs are the basic threat in Caldera. They have weak defensive capabilities but are quite fast. All Jackal Thugs can perform a jumping attack followed by a downward sword slash.

QUICKDRAW JACKAL

Level	Health	Damage Inflicted
Base	100	15–20
Experienced	200	13–30
Veteran	300	20–40
Elite	350	20–50



Quickdraw Jackals are young Jackals. They stay in the back shooting at you. They can be a real pain if not taken care of rapidly. They can knock you back when you are attacking at melee range.

ARMORED JACKAL

Level	Health	Damage Inflicted
Base	170	30–55
Experienced	250	50–75
Veteran	350	65–90
Elite	350	80–100



Armored Jackals are Thugs equipped with big clunky armor. They are tougher than their young brothers. Be careful. They are protected by three pieces of armor.

ALPHA JACKAL

Level	Health	Damage Inflicted
Base	150	35–60
Experienced	250	55–80
Veteran	350	70–95
Elite	350	85–105

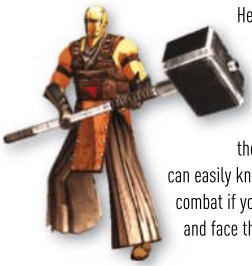
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Alpha Jackals are lieutenants of the packs. They are charismatic and can inspire other Jackals near them; this red-hued flaming power makes any nearby allies more aggressive, but more noticeable, too.

HEAVY JACKAL

Level	Health	Damage Inflicted
Base	750	25–70
Experienced	950	25–70
Veteran	950	45–90
Elite	950	45–90



Heavy Jackals are the muscle men of the pack. They have strength and they know it. Beware of their big hammer, which can easily knock you back during combat if you venture too close and face them down.

JACKAL BOSS: PAYNE

Level	Health	Damage Inflicted
Payne	1,050	7–60



The alpha male of the gang of Jackals, Payne clawed his way to the top of the sprawling, unruly Jackals, first by calling out and murdering the previous leader, and then by ruthlessly consolidating his power. Of medium height and strong build, Payne is a bulldog—quick and mean—and he tells his brethren he's almost unkillable. His face is crisscrossed with scars and abrasions, and he is ever collecting new scars.

He rules the Jackals and their vast criminal exploits with a savage cunning. It would be easy to write Payne off as a sadistic psychopath—and there will be times you're convinced that's true—but it's not completely his fault; he does the best with the gifts he was given, and he never had anyone who could show him how to be different. Regardless, the world will most definitely be a better place once you take him from it. Watch out; Payne can knock you down or into the air and call for reinforcements.

TIP

Check the walkthrough for specific plans when fighting Payne.

JACKAL CLAN TAKEDOWN TACTICS

The Jackal clan presents the fewest problems of all your enemies, and they are susceptible to almost every type of attack. Jackal Thugs and Quickdraws are easily defeated by simply shooting them in the head. Otherwise, move towards the nearest Thug or Quickdraw and simply slash. If you want to be a little more creative, or you crave extra cash, attempt a hidden strike or power move, so these foes are in a prone or stunned position, and then execute a finisher. Or, fire at them so they're defending your shots and quickly follow up with a flourish of moves.

Armored and Alpha Jackals have a few sections of armor to peel off; they take precedence when attacking groups of foes. Use strong attacks, powered-up weapons (such as the Sidewinder), or later powers (such as The Reaper) to strip off the armor, and then defeat them as you would any Jackal. Because Alphas imbue all enemies with more aggressive tendencies, attack them first. The Guillotine is another excellent way to stop these foes, but any attack is potent.

The only Jackal type that must be attacked in a different way is the Heavy. Due to his massive girth and excellent frontal defense, you can't easily harm him, and you risk being struck by his hammer if you fight him from the front. Instead, dodge around him, or use The Matador and easily strike his back. Another plan is to dodge around, then quickly try strong attacks. Even better is using The Shot with an upgraded weapon, such as the Johnnygun or Sidewinder. Just aim for the X on the Heavy's back, and stay at range before swiping him.

TIP

As always, when you see a finisher icon appear over a Jackal (especially a Heavy), execute the sword move to quickly finish the foe and claim extra cash!

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ENEMIES: DRONES

Shinjiro has access to the latest military hardware, and one part of his haul is a collection of intelligent Drone models, which come in four varieties.

T-58 DRONE

Swarming in packs of up to six, the T-58 either swings around and fires on you, or quickly floats by carrying gold and valuables from one enemy trove to another. Defeat them by firing on them as they turn and flash red—or in the case of gold-carrying T-58s, fire accurately and collect the cash!

T-60 DRONE

Armed not with long-range weapons but a short-range explosive charge, these Drones have "spines" that protrude when they are about to charge. Attack them by firing at them as they charge (and become vulnerable), or simply dodge to the side and let them pass and explode behind you.

MINE DRONE

Placed strategically so you'll head into these well-armored but stationary explosive objects, Mine Drones must simply be avoided, as they can't be destroyed. Give them a wide berth, and continue your adventure.

FIREBALL DRONE

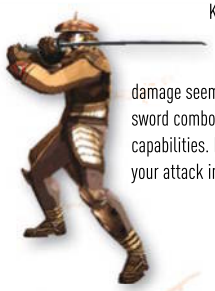
This Drone inflicts devastating and usually terminal damage if it explodes; it gradually pulses red, then yellow before detonating. It can't be shot or sliced, so you should back off and move around it from a distance before fleeing, or coax another enemy near to it so the second foe takes the brunt of the explosion.

ENEMIES: THE KATAKARA CLAN

There are many clans in the West, though none as notorious as the Katakara. Their origins and true leadership are a long-held secret, and in fact many people dispute even the clan's existence. What is known about them isn't encouraging: They recruit samurai and gunslingers alike from anywhere they can find them, drawing heavily on the ronin of the Red Waste and the outlaws migrating west from the States. Not a fun mix.

KATAKARA SOLDIER

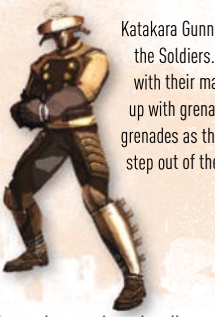
Level	Health	Damage Inflicted
Base	250	25–50
Experienced	420	25–50
Veteran	420	50–70
Elite	420	50–70



Katakara troopers are real swordsmen. They are skilled fighters. Their damage seems low, but they master sword combos and have good defensive capabilities. Katakara Soldiers can parry your attack in one direction at a time.

KATAKARA GUNNER

Level	Health	Damage Inflicted
Base	200	5–60
Experienced	370	5–60
Veteran	370	10–80
Elite	370	10–80



Katakara Gunners are the backup men of the Soldiers. They can nail you down with their machine guns and blow you up with grenades. Beware of thrown grenades as these are highly damaging; step out of the blast radius immediately.

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KATAKARA TANK

Level	Health	Damage Inflicted
Base	270	25–50
Experienced	450	25–50
Veteran	450	50–70
Elite	450	50–70



Katakara Tanks are the perfect swordsmen. They are very good with their Katanas and are strong enough to wear a massive number of heavy armor pieces totaling six sections. These must be removed before real damage is caused.

KATAKARA CHAINGUNNER

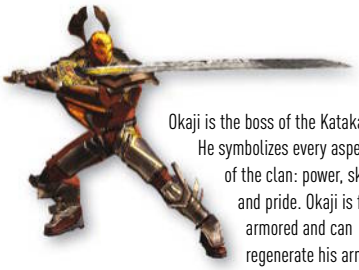
Level	Health	Damage Inflicted
Base	900	5–30
Experienced	1,100	5–30
Veteran	1,100	10–60
Elite	1,100	10–60



Katakara Chaingunners are the masters of firepower. They can annihilate anything with their monster machine guns, which have an insane rate of fire. This weapon needs to be nullified and avoided or you face an almost instant demise!

KATAKARA BOSS: OKAJI

Level	Health	Damage Inflicted
Payne	1300	20–40



Okaji is the boss of the Katakara. He symbolizes every aspect of the clan: power, skill, and pride. Okaji is fully armored and can regenerate his armor with Drones.

TIP

Check the walkthrough section for specific tactics when attacking Okaji.

KATAKARA CLAN TAKEDOWN TACTICS

Katakara Gunners are easily tackled by dropping them with a headshot from a ranged weapon, just as you would a Quickdraw. But for Soldiers and Tanks, by the time you encounter Katakara foes, you should have studied Jian's parrying techniques so you can easily break the guard of these foes. Remember to wade in with a strong attack in the direction opposite to the way they are holding their sword (so strike horizontally if a Katakara is guarding vertically, and vice versa). This easily breaks a Katakara guard, allowing you to follow up with a power, gunshot, or strong attack.

The more potent weapons, such as the Twin-Barrel and Sidewinder, are also great for whittling down Katakara armor, as is The Guillotine. The Eagle, which sweeps Katakara up into the air where you can follow them with a series of strikes, is another excellent plan of attack. A final, and arguably the most impressive technique to try is to block using The Tiger, which staggers them; after that you can slay them with any of your preferred sword or gunplay moves.

The Katakara Chaingunner can be a real menace until you realize there's an easy and adept way of taking this guy down: Use The Bear to stun the Chaingunner, as the ground pound causes the foe to drop temporarily, allowing you enough time to dodge around behind him and strike his exposed back. This is far easier than struggling around scenery or other foes to try to strike the back of the Chaingunner.

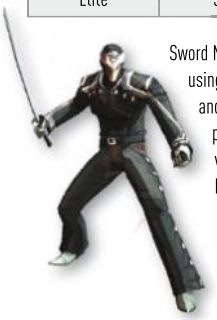
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ENEMIES: THE NINJA CLAN

Ninjas are a mysterious warrior clan under Shinjiro's order. Nothing is known about these shadowy flitting figures, as their history is never written down; it's only recited from teacher to student. Ninjas have incredible agility and cunning, and an almost inhuman ability to block and parry. This, coupled with the latest in military hardware, makes them an almost unstoppable force.

SWORD NINJA

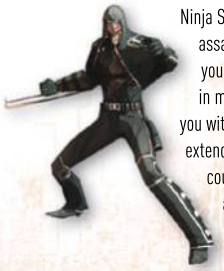
Level	Health	Damage Inflicted
Base	220	20–55
Experienced	370	20–55
Veteran	370	45–75
Elite	370	45–75



Sword Ninjas are deadly warriors using their Katanas for offense and defense. They are fast and powerful. They can sometimes vanish, only to strike you from behind.

SPEC OPS NINJA

Level	Health	Damage Inflicted
Base	180	5–10
Experienced	330	5–10
Veteran	330	8–30
Elite	330	8–30



Ninja Spec Ops are powerful assassins. They can shoot you from dark places or get in melee range to devastate you with their claws. Their agility extends to dodging bullets and counterattacking your melee and ranged moves.

CLAW NINJA

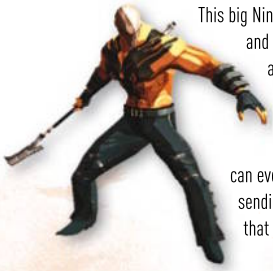
Level	Health	Damage Inflicted
Base	250	15–35
Experienced	330	15–35
Veteran	400	18–55
Elite	400	18–55



The Claw Ninja is one of the most dangerous. He is very aggressive; try to anticipate and counter his attacks, as Claw Ninjas can even disarm you, removing your sword so you have to rush and pick it up!

GUAN DAO NINJA

Level	Health	Damage Inflicted
Base	900	10–90
Experienced	1,100	10–90
Veteran	1,100	35–110
Elite	1,100	35–110



This big Ninja merges strength and agility. His big spear allows him to dodge your Kusagari powers and counterattack. He can even slam the ground, sending out a shockwave that knocks you down.

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NINJA BOSS: SHINJIRO



Level	Health	Damage Inflicted
First Encounter	1,000	20–50



Level	Health	Damage Inflicted
Final Encounter	1,500	25–60

The ultimate power in the Red West, Shinjiro is a formidable, almost unstoppable power. Fables speak of him as an almost god-like being, able to cut through hundreds of swordsmen with ease. His ruthlessness and rage have taken a toll on the Kusagari clan, and he now commands from the clan's old base of operations—an almost impenetrable fortress known as the Tiger's Nest. He has the ability to defeat any and all challenges, having harnessed powers to launch shockwaves of energy. He truly is the master of all skills!

TIP

Check the walkthrough section for the optimal methods of thwarting Shinjiro in combat.

NINJA CLAN TAKEDOWN TACTICS

Although rapid-fire Johnnygun attacks can strafe, hit, and eventually defeat Ninjas, this wastes a lot of ammunition and should only be used as a last resort. A better use of your time, skill, and money is to use techniques that work counter to the Ninja's main strengths. The Sword, Claw, and Spec Ops Ninjas all have guards that are difficult to break. However, if you employ (and upgrade) The Dragon to knock them into a wall, this stuns them so you can use a finisher or stab them to defeat them quickly.

Another possible plan is to increase the potency of The Tiger, which is possibly your most important defensive technique, and stagger them as they try to land a flurry of blows. Then fight back with any technique you wish. The Dragon is also a good way to knock these foes off high cliffs, so try that if you can. Finally, The Bear is another way to stop a multitude of Ninja foes from descending on you, after which you can pick off the most troublesome foe.

The Guan Dao needs a different tactic; first, be very aware that this foe's ground pound knocks you to your knees, much in the same way The Bear does to your enemies. A quick takedown involves shooting the Guan Dao so that he rotates his weapon in front of him and isn't swinging it to the sides. Quickly dodge around using The Matador, and then hit his back. You can attempt this after executing The Bear or The Tiger successfully, too.

TIP

Don't have time to strike a finishing blow on a foe? Then purchase a trophy at Songan's gambling stores; trophies lengthen the time you have to inflict a final blow on your clan of choice!

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04 WALKTHROUGH

The vast expanses of Caldera City and beyond now await, and the following walkthrough has been created to guide you no matter what type of adventure you want to experience. Here's how everything breaks down.

STAGES

The walkthrough is split into eight stages, seven of which are available to play through in Challenge Mode. They are:

1. The Main Drag to Caldera
2. Jackals
3. Descent
4. Katakara
5. Chase
6. Rattlesnake Canyon
7. Tiger's Nest
8. Revenge

OVERVIEW AND MAP

Each stage begins with an overview, explaining in general terms what you must accomplish during this part of your adventure. Underneath is a map of the entire stage or (with bigger stages) the different sections of a stage. The maps contain two sets of important information: locations and collectibles.

LOCATIONS

Every stage is further divided into sections known as locations. Locations are areas of the map, and each covers an area identical to the in-game line map. So, if you're in location #1, you know you're moving about in a small section of a stage that corresponds to the in-game map that looks identical. For ease of use, the list of locations accompanies the overview map.

In the text, directions are referred to both in directional terms (for example, "left" and "right") and by compass directions ("north" and "south"). The direction relates to your position when you enter a specific area inside a location. The compass direction refers to the overview map, as well as the in-game line map if it is stationary. This allows you to easily explore and find collectibles.

COLLECTIBLES

There are three types of collectibles: Sheriff Stars, Tokens, and Safes. Please see the "Training" chapter for descriptions. The location of every single one is listed, along with advice on finding them, so that you know when to look for a particular collectible in a specific location.

OTHER INFORMATION

Each location section begins with lists relating to the various assets and living entities in the vicinity: valuables, enemies, and techniques and upgrades.

VALUABLES

This refers to:

- Objective completion: A cash value given for successfully completing an objective in this location.
- Collectibles: Includes their cash value.

ENEMIES

This section lists the type and number of foes you'll face in each location. Bosses are also listed, and they must be approached with suitable caution!

Sometimes multiple foes will appear at different places within a location, so these attackers are grouped together within this list.

TECHNIQUES AND UPGRADES

The tables in these sections refer to:

- Techniques that Jian teaches you throughout your adventure.
- Kusagari powers that Jian teaches you infrequently throughout your adventure.
- Upgrades to Kusagari powers that are purchased using scavenged cash.
- Katana upgrades that are purchased.
- Hidden strikes that are purchased.
- Guns and gun upgrades that are purchased.
- Ammunition upgrades that are purchased.
- Enemy masks that are purchased.
- Armor that is purchased.
- Playing cards (extra lives) that are purchased.

WALKTHROUGH ADVICE

After the pertinent lists are shown, an optimal path throughout the location is revealed; this is the key to obtaining the most wealth with the least danger and the highest Challenge Mode score.

All objectives, including all optional objectives, are explained, including those you can start before the objective is officially accessed.

AND FINALLY: CHALLENGE MODE

At the end of each stage (except for the first) are the scores needed to obtain Bronze, Silver, and Gold when playing through these stages in Challenge Mode. Assuming you're playing on Ninja difficulty, the cash totals and whereabouts of all collectibles should help you obtain the Gold. We've even thrown down an extra "just for fun" challenge; can you beat Prima's best score?

Good luck, safe travels, and a sharp blade, Kusagari!

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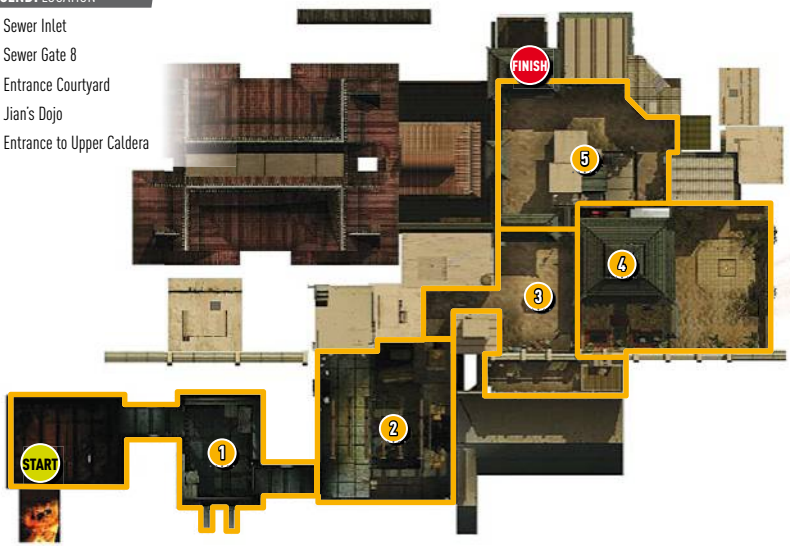
04 THE MAIN DRAG TO CALDERA

OVERVIEW

After freeing yourself from a bumpy ride across the desert, you must infiltrate the city of Caldera, a once-bustling center of commerce and home to the Kusagari before the Jackals descended on the place. After saving Master Jian, you are to train and thoroughly learn the basic tenets of your swordplay craft before testing them out on the hapless Jackals that prowl the streets. When Jian is satisfied with your progress, he awards you with your first hidden strike and allows you into the Upper City itself.

LEGEND: LOCATION

1. Sewer Inlet
2. Sewer Gate 8
3. Entrance Courtyard
4. Jian's Dojo
5. Entrance to Upper Caldera



Tied to a rope and dragged through the drainage system of Upper Caldera by the maniac known as Payne, you simply enjoy the ride; as you enter a sewer inlet, you automatically shoot Payne off his vehicle, and his bike explodes, forcing him to flee. Pick yourself up, dust yourself off, and gain your bearings.



NEW OBJECTIVE: FIND YOUR GUN

LOCATION #1: SEWER INLET

First Visit

Enemies

Payne (flees)

Once on your feet, use to maneuver around, and move your crosshairs to the left or right to turn in that particular direction. The first objective is straightforward; simply move to the glowing

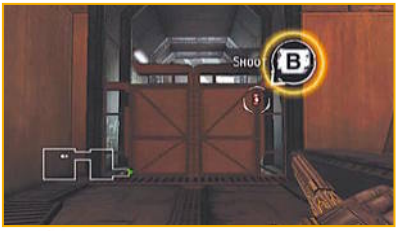


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weapon—the .357 Longarm; you automatically pick it up. You have 16 bullets in the chamber, but temporarily, you have infinite ammunition.

NEW OBJECTIVE: ESCAPE THE TUNNELS

This means you can shoot the bottles and small crates on the metal ledge in front (southeast) of you. When every item is smashed, collect the coins and then take aim at the red lock on the gate to the left (east). Shoot it with Ⓑ. The gate falls away, allowing you into a linking part of the inlet.



TIP

This is an extremely important part of your adventure; smashing scenery (usually with your Katana, although you don't have it yet) yields you a small amount of cash. Scavenging adds up, though, and is the key to affording all the available upgrades to your powers and weapons.

TIP

At this point, it is worth pausing your game and entering the Options menu. Here you can change the Sensitivity, Lock Mode, and Swing Strength of your weapons. To make the game easier, choose "Forgiving" Sensitivity and "Relaxed" Swing Strength.



The second, concrete-gray chamber has a number of barrels, containers, and bottles to shoot, as well as the small, circular wall fans; all drop cash to collect. Shoot open the red lock in the circular pipe door, and shoot more bottles behind there. There's a small electrical box to the left of the locked gate to shoot, too. Then blast all four locks off the next gate so that it falls forward. Step forward, remembering to shoot two more wall fans, and then blast another gate lock. Leap over the low barrier with .

CAUTION

You do not need to be looking for Sheriff Stars, Tokens, or Safes yet; these collectibles are not available during this introductory stage.

LOCATION #2: SEWER GATE 8

First Visit



On the other side, don't climb the wall of corrugated metal pieces in front (east) of you yet; instead, turn left (north), and scavenge cash from the scenery along the dead-end balcony. Two interesting chests are available to shoot at and inspect here:



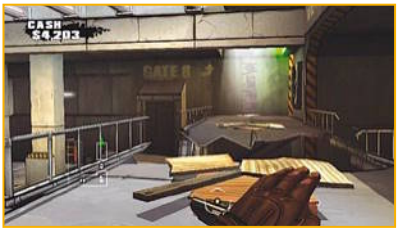
Red Lock Chest (Small): Open this with a gunshot at the red lock. It holds cash and sometimes ammo. Note that these chests relock and are available to shoot at when you return to a location you've previously explored after the completion of a critical objective.



Red Lock Chest (Large): These require two shots to open, one at each lock. Inside, expect high-value gold bars, ammo, and cash. They do not relock; their treasure can only be taken once.

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Return to and climb the wall, following the path around to a bridge with a gap to leap over. Once you're across, the Exit sign is just ahead with another concrete wall to climb, allowing access into Upper Caldera itself.

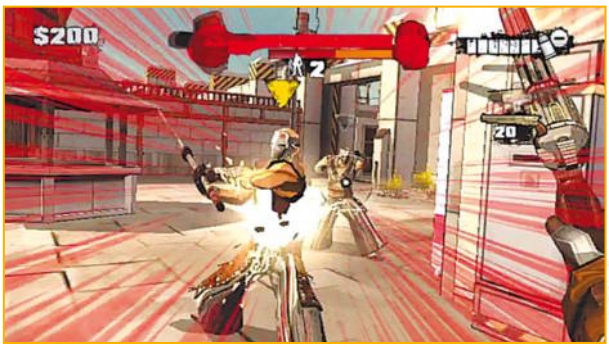


LOCATION #3: ENTRANCE COURTYARD

First Visit

Enemies

- Jackal Thug × 1
- Quickdraw Jackal × 2



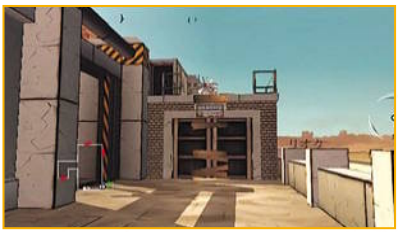
Clamber up to the surface and move into the streets near the entrance to Upper Caldera. The cries of an old man can be heard; you must rescue him, but only after you've dealt with an immediate threat. There are three Jackals heading toward you, one armed with a Katana (known as a "Jackal Thug") and two armed with pistols (known as "Quickdraw Jackals"). Shoot the Quickdraws in the head (because they have ranged attacks), then aim at the head of the remaining foe.

TIP

Remember! Performing Bullseyes or other flourishes in your attack patterns yields you more cash!

NEW OBJECTIVE: SAVE THE OLD MAN

The cries of the old man grow more desperate, but there's still no rush; take your time and completely wreck the scenery in and around the square; shoot the refuse bags, containers, bottles, small crates, barrels, wall fans, and AC units, and then move through the large gap in the wall to the right (south). Around the corner to the right (east) are more wall units to destroy, as well as a small locked chest. When you've collected enough, turn and move to the closed garage with the Warning sign (in the southeast corner); climb it.



TIP

Stop! Before you make the climb, deplete all of the bullets in your Longarm so that it reloads. Once you save the old man, you no longer have infinite bullets, so reload the chamber to make final use of this exploit!



Two Jackal Thugs are toying with a trussed-up old man, and after shooting both foes, you realize you've saved Master Jian, a gruff but exceptional ally. He gives you his Katana to use while you search for your own, and beckons you to follow him.

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NEW OBJECTIVE: FOLLOW JIAN

LOCATION #4: JIAN'S DOJO

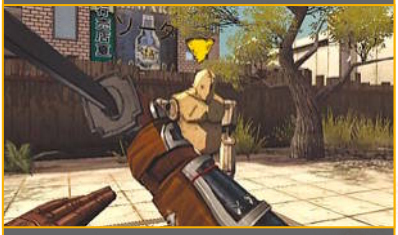
First Visit

Techniques and Upgrades	Cost ($$$)
Prepare to Move	Free
Horizontal Attack	Free
Vertical Attack	Free
Stab Attack	Free
Strong Attack	Free
Parry Stance	Free
Parry Attack	Free



Move through the small side garden where you saved Jian and around to the rear of his dojo—the red temple building you saw in the courtyard (location #3) earlier. Before you approach Jian, shoot the two AC units on the building wall behind Jian for a small extra amount of coins. Then begin your training with Jian.

TRAINING WITH JIAN: BASIC SWORD TRAINING PREPARE TO MOVE



Remember the following when attempting this technique:

- Drawing your arm back is important!
- Use your whole arm for swinging.
- You can change how much physical exertion it takes to execute swings in the Options menu.
- Remember to swing with your elbow.

HORIZONTAL ATTACK



- Swing the Wii Remote to attack. Remember to draw your arm back!
- Once again, remember to swing with your elbow.
- Although the on-screen prompts show you swinging from right to left, the reverse is also encouraged.
- After you swing at a dummy, basic sword training concludes.

STAB ATTACK



- Quickly thrust the Wii Remote forward.
- Remember to use quick motions.
- You may wish to move your arm back and then thrust forward so the stab succeeds.

TRAINING WITH JIAN: ADVANCED SWORD TRAINING VERTICAL ATTACK



- Swing the Wii Remote down. Remember to draw your arm back!
- As with horizontal attacks, use your whole arm.
- You can slash from low to high, but a vertical attack is more potent in a downward motion.

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STRONG ATTACK



- Swing wide for a stronger swinging attack.
- The wider you swing, the more damage you inflict.
- Although the on-screen prompts show you swinging from right to left, the reverse is also encouraged.

TIP

Horizontal, vertical, stabbing, and downward attacks all appear as different icons. When they appear over enemies, it means you can finish them; this is excellent because it is quicker and gives you greater rewards than continuing simple slashing.

PARRY ATTACK



- This is also known as a counterattack: Parry a hit, and then swing at your foe to retaliate.
- You can move while parrying.
- Parrying also blocks bullets; use this when closing the distance between you and a Quickdraw.
- Use a mixture of offense and defense in combat.



This concludes Jian's training for the moment. He scolds you for leaving the Kusagari and then orders you inside to meet Tamiko.

TRAINING WITH JIAN: PARRY
TRAINING PARRY STANCE



- Hold Ⓐ to parry. Your sword is drawn and raised, in readiness to block an attack.
- When you see an enemy swing back for an attack, get into the stance simply by holding Ⓐ.
- Note the sparks of purple electricity if you succeed in parrying an enemy attack.

NEW OBJECTIVE: ENTER JIAN'S DOJO



Enter the dojo via the only available rear door, and move into Jian's forge and communications area. Here you'll find a communicator, which automatically keeps you in contact with Tamiko, the hacking specialist, who informs you that the Jackals have overrun the city!

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NEW OBJECTIVE: USE THE MESSAGE BOARD



On the wall opposite the forge are three more objectives to tackle. You are encouraged to check these out; the first (defeating a marauding band of Jackal Thugs in the nearby entrance courtyard) is available, and you should complete it now. Leave via the door between the mission wall and the forge.

NEW OBJECTIVE: DEFEAT THE JACKAL PACK



As soon as you step into the courtyard, you are challenged by a group of five Jackal Thugs. Use the training instructions Jian has just given you, and remember that you can circle around a foe to avoid leaping attacks. There are five Jackal Thugs, and each takes three slicing attacks to defeat. When you have finished, you can smash all the scenery in the courtyard once again and investigate the open garage, which you clambered over previously; there's a trove of chests and goods to smash for cash!

LOCATION #3: ENTRANCE COURTYARD

Second Visit

Valuables	Enemies
Objective Complete: $2,000	Jackal Thug × 5

TIP

Remember! Try finishes to multiply your cash for each Jackal Thug you slay.

TIP

Remember to save at least five bullets to open the small and large locked chests now available to ransack! There are more bullets inside the large chests.

NEW OBJECTIVE: RETURN TO THE DOJO

LOCATION #4: JIAN'S DOJO

Second Visit

Techniques and Upgrades	Cost ($$$)
Sidestep	Free
Sidestep and Attack	Free

When you re-enter the dojo, your objective automatically updates and you are instructed to speak with Jian. There is further training to be done!

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NEW OBJECTIVE: SPEAK WITH JIAN

TRAINING WITH JIAN: DODGE TRAINING SIDESTEP



Remember the following when attempting this technique:

- Hold ◀◉ or ◉▶, and then tap Ⓐ.
- Remember to tap Ⓐ while moving to dodge.
- This technique could have been used on the Jackal pack you just took down.
- Dodging as a foe is leaping toward you with an attack primed is worthwhile.
- This is also the key takedown technique when dealing with Jackal Heavies.

SIDESTEP AND ATTACK



Remember the following when attempting this technique:

- Hold ◀◉ or ◉▶, then tap Ⓐ, then swing your Wii Remote.
- This allows you to attack foes from behind; this is vital when in combat with a Jackal Heavy.
- You can dodge in any direction with ◉.
- Execute a swinging slash as soon as you step behind a foe; don't then move toward the enemy, as this negates the sidestep.
- You can slash farther than you think, so if enemies move away as you sidestep, still slash them.
- Remember! A fast fighter is a dangerous fighter.

NEW OBJECTIVE: RETURN TO THE DOJO

Move back into the dojo and check the mission wall for your next objective: A menace by the name of Jack is running amok nearby. Take him down!

NEW OBJECTIVE: TAKE OUT JACK

LOCATION #3: ENTRANCE COURTYARD

Third Visit

Enemies

Jackal Thug × 2



Move out into the entrance courtyard, where two Jackal Thugs move to intercept you. Give them a taste of cold steel, and then turn right, as the entrance gate has opened.

TIP

Remember to learn the strengths of your targeting system (Z). When an enemy is attacking you from behind, tap Z to switch to him. You can also change targets by tapping Z. Also try holding down Z to unlock all targets, which is useful if your foes are around a corner and you don't want to lock onto them while your visuals are impaired (such as when you're looking at the wall between you and your target, for example).

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LOCATION #5: ENTRANCE TO UPPER CALDERA

First Visit

Valuables

- Quickdraw Jackal × 2

Enemies

- Quickdraw Jackal × 2
- Jackal Thug × 1
- Quickdraw Jackal × 1
- Boss: Jack



Turn right (north) and move through the gate, moving quickly to intercept (or shoot) two Quickdraw Jackals.



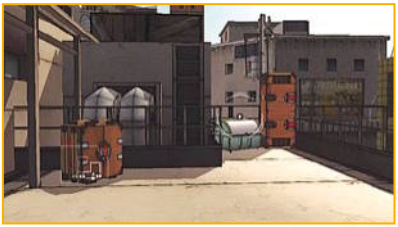
Turn right (east) and move into combat with two more foes: a Jackal Thug and a Quickdraw. These two fools shouldn't provide too much trouble, as you've previously defeated five Jackal Thugs. Continue eastward to the wooden gate, execute a vertical strike to open it, and face Jack the Jackal.

BOSS: JACK



Jack is actually a normal Jackal Thug, with ideas above his station. He usually starts with a leaping strike that is easily parried or dodged, or you can simply fire your gun in his face before finishing him.

NEW OBJECTIVE: RETURN TO THE DOJO



You have been given your orders to return to the dojo, but not before you've scavenged this entire location for cash. Of particular interest is a climbable wall of corrugated metal leading to a small roof (shown) where chests are available, as well as additional ammunition. Drop down the other side and return to Jian.

LOCATION #4: JIAN'S DOJO

Third Visit

Techniques and Upgrades	Cost ($$$)
Hidden Strike: The Rush	$6,000

As you enter the dojo for a third time, your objective automatically updates and Jian greets you with an actual compliment! Although he is but a simple swordsmith, he can grant you valuable knowledge at his forge. Investigate this location right away.

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NEW OBJECTIVE: BUY A HIDDEN STRIKE AT THE FORGE



Investigate the forge (shown) and press Ⓐ to access the three different areas of the forge. The left area offers Kusagari powers (none available), the middle area offers Katana upgrades (none available), and the right area offers hidden strikes (one available). Select "The Rush" at the Hidden Strikes menu, and you are whisked outside to the training area.

TRAINING WITH JIAN: THE RUSH ($6,000)

Remember the following when attempting this technique, which is a long-range forward stab attack:

- This attack only becomes active once you've paid for it and trained in it.
- Combine two basic moves to trigger The Rush: Tap Ⓐ, then stab. Remember that timing is important.
- The Rush can be used as a knockdown combo to cause enemies to fall before finishing them.
- To trigger the knockdown combo, tap Ⓐ, then stab, then execute a vertical strike at the prone enemy.
- This attack combination is known as "The Rush" and "Swing Down Finisher."



- When you see the stab icon on a wounded foe, use The Rush to finish enemies. You gain a cash multiplier for doing so.

NEW OBJECTIVE: RETURN TO THE DOJO

This concludes Jian's training for this stage. Remember to collect as much cash as you can, as the next stage has many more upgrades to your weapons and powers. Move back to the mission wall and select your final objective:

NEW OBJECTIVE: ENTER CALDERA

LOCATION #3: ENTRANCE COURTYARD TO LOCATION #5: ENTRANCE TO UPPER CALDERA

Fourth Visit (#3) and Second Visit (#5)

Head out into the entrance courtyard (where you can gather more monies) before heading right (north) to the now-open gates leading to a point of no return. Before you finish this stage, move around location #5 and gather as much additional cash as you can. Then leave.



NOTE

This stage is not available in Challenge Mode.

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04 JACKALS

OVERVIEW

Welcome to Upper Caldera! The Jackals have overrun this part of town, which includes an old saloon where your friend Sheriff Judd is holed up. Once you've dropped Big Bill and his cronies, who have hemmed in the sheriff, you receive further instructions to help out Tamiko. Journey across town, removing more Jackal threats before meeting up with her, turning on a nearby comm tower, and seeking out Jackal trucks after an altercation near the marketplace with Payne. Gaining entrance to the Rojo House is next on the agenda, followed by the slaughtering of all foes as you bring the pain to a final confrontation with the head of the Jackals. Once Payne has been sent flying, find a way to head to the lower city, where all the frantic action is!

TIP

If you are following the optimal path, smashing all scenery for cash, returning to previous locations after objectives are completed to ransack them again, and using finishers, you should have enough cash to cover all upgrades available in this stage. Refer to the "Weapons and Powers" chapter for advice on choosing which upgrades to buy first.



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LEGEND: LOCATION

1. Saloon Entrance and Palm Tree Courtyard
2. "Dead-End" Alley and Big Bill
3. Saloon (Interior) (Safehouse)
4. Bamboo Gardens
5. Tamiko's Mean Streets
6. Tamiko's Hideout (Interior) (Safehouse)
7. Comm Tower
8. Scaffold Street and Marketplace Entrance
9. Marketplace
10. Comm Tower Alley
11. Sheriff's Street
12. Sheriff's Station (Interior) (Safehouse)
13. Rojo Garage (Safehouse)
14. Rojo House Entrance and Gardens
15. Rojo House Fountain Courtyard
16. Rojo House Balcony and Arena Courtyard

Collectibles

- 10
- 5
- S 3
- Jackal Trucks



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NEW OBJECTIVE: FREE THE SHERIFF

LOCATION #1: SALOON ENTRANCE AND PALM TREE COURTYARD

First Visit

Valuables	Enemies
1/10: $3,000	Jackal Thug × 7
3/10: $3,000	

Stride out of the connecting passage and into the sandy courtyard with the saloon to your right, along with some waiting Jackal Thugs. Target one of their heads with your gun for an easy first hit. Engage the Jackal Thugs in combat; be aware of additional Thugs leaping down nearby and defeat all seven.

TIP

When the coast is clear, remember to keep slicing your way through all the scenic objects both on the ground (such as drink machines, barrels, and trash bags) and attached to walls (such as gratings and air-conditioning units). A small amount of cash is found in each, and this all adds up!



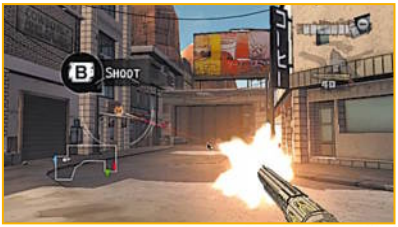


Sheriff Star #1: On the rotating Oils and Gas sign you'll find a star.

During your clearing of cash inside the destructible scenery, be sure to snag the valuable Sheriff Star from the rotating sign, and then (once your miscellaneous cash has been claimed) look at your map; the only unlocked door is to the east. Head there and open it.

LOCATIONS #2A AND 2B: "DEAD-END" ALLEY AND BIG BILL | First Visit

Valuables	Enemies
2/10: $3,000	Boss: Big Bill (Heavy Jackal)
3/10: $3,000	

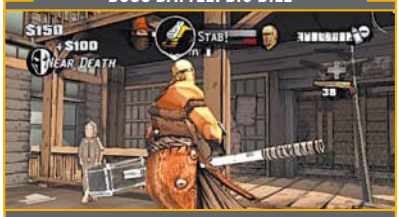


Sheriff Star #2: On top of the metal awning on the left side of the street is a Sheriff Star.

You're immediately prompted to shoot at a Sheriff Star as you enter this seemingly dead-end alley. Blast the star for the cash value ($3,000) and then spend a few minutes slicing at all the ground scenery for additional cash and shooting at the small fans on the building walls. Don't forget to smash individual bottles, as there's money everywhere!

When you're done clearing the alley, move around to the right, past the locked door, to the wooden security gate at the back of the saloon. This is promptly destroyed by the swing of a huge hammer. Welcome to your first boss battle; get ready to bludgeon Big Bill!

BOSS BATTLE: BIG BILL



Big Bill is a Heavy Jackal, with a highly dangerous swing but a bad back. Stay at midrange so you aren't shoved or smashed, and dodge around behind him using Ⓐ. His exposed back has a large X on it. Launch a heavy slice or blast this target with your gun before retreating and attempting the attack again. Keep this up until Big Bill bites the dust.



Sheriff Star #3: Just to the right of the wooden Saloon sign at the saloon's rear entrance is the third star.

With Big Bill defeated, continue to ransack the courtyard where you fought him, and don't forget to fire at the AC units on the walls! When the cash flow stops, advance westward, toward the saloon entrance you just discovered. Don't forget to fire on the third Sheriff Star before you enter!

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LOCATION #3: SALOON (INTERIOR)

First Visit

Valuables

1/5: $5,000

1/3: $3,000



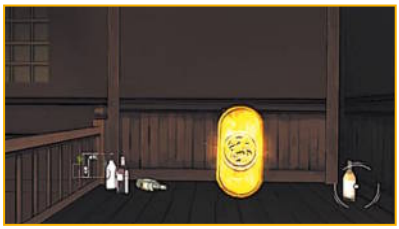
Enter the saloon and meet up with Sheriff Steve Judd, now that the Jackals surrounding his saloon have been dealt with. He radios Tamiko, but the pleasantries are cut short as Jackals arrive at her hideout. She needs your help now!

NEW OBJECTIVE: FIND TAMIKO

Before you head out to find Tamiko's hideout, spend some time completely ransacking the saloon; don't worry, the sheriff doesn't mind! In addition to the bottles, piano stool, tables, and animal skulls you can smash, there's a chest to uncover. Before you leave, be sure you claim your first Token (on the landing at the top of the steps) and unlock your first Safe, too.



Red Lock Chest (Small): Open this with a gunshot at the red lock. There's cash and sometimes ammo inside.



Token #1: Walk into these glowing golden tokens; each is worth an additional $5,000.



Safe #1: Crack the safe by tilting your Wiimote to turn the dial, and hit Ⓐ when you hear a "click" to unlock a bolt. When three bolts are unlocked, the safe opens. Each has gold bars inside, worth an additional $3,000.

When you're done in the saloon, exit via the door to the northwest, almost opposite the door you came in from, arriving back at the courtyard (location #1).

LOCATION #1: SALOON ENTRANCE AND PALM TREE COURTYARD | Second Visit

Enemies

BQuickdraw Jackal × 4



Move back into the initial palm tree courtyard and face down four Quickdraws. Outdraw them, or charge and swipe. You can clear the area of cash-infused debris again if you want. Then head to the entrance in the northwest corner of this location.

TIP

Remember that you get cash bonuses and different cash amounts depending on how you defeat each enemy type. Check the "Training" chapter for more information.

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LOCATION #4: BAMBOO GARDENS

First Visit

Valuables

4/10: $3,000



Sheriff Star #4: A star is nestled in the large tree in the open-air corner of the bamboo gardens.

TIP

If you missed shooting the Sheriff Star that's attached to the rotating Oils and Gas sign (#1), you can see and shoot it from this location, too.



Use your security card on the gate-opening device next to the door, and step through into the L-shaped bamboo gardens area. Use your sword to cut horizontal swipes through the bamboo (guns don't work). It's possible to slice the long cacti here, too. There's no cash for plant slicing, but there are a few wall AC units to shoot for coins. Shoot the Sheriff Star before you exit to the south.

LOCATION #5A: TAMIKO'S MEAN STREETS | First Visit

Enemies

Jackal Thug × 4

Quickdraw Jackal × 2



Enter this long east–west thoroughfare, starting in the eastern covered tunnel area. Ignore slicing into the scenery and concentrate on the Jackal threats in the area; head west, then turn right (north). A half dozen Jackal Thugs and Quickdraws are beating on Tamiko's door. Battle them, pausing only when all of them are dead! Then gather as much cash as you want before entering through the door the Jackals were gathering at (to the northwest).

TIP

An explosive barrel sits on the porch to the left of the Jackals. Aim at that with your gun to take out a foe before combat begins, or better yet, shoot the head of an initial foe to start the fight, then blast the barrel when another is close to it; that's two foes down before they even touch you!

NOTE

There are two other parts of this location (Tamiko's Mean Streets South and Tamiko's Mean Streets North), which cannot be accessed yet.

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LOCATION #6: TAMIKO'S HIDEOUT (INTERIOR) | First Visit

Valuables

Objective Complete: $4,500

Techniques and Upgrades	Cost ($$$)
Armored Enemy Training: Strong Attacks	Free
Armored Enemy Training: Breaking Armor	Free
Hidden Strikes: The Guillotine	$10,000
Hidden Strikes: The Storm	$14,000
Katana Upgrade: Damage Upgrade I	$15,000
Katana Upgrade: Damage Upgrade II	$20,000



Enter the building, where you're greeted by a grateful Tamiko, who is shocked to discover that the Jackals have the fabled Sora Katana! Before you begin your next mission, Jian wants to see you at the training dojo.

NEW OBJECTIVE: TRAIN WITH JIAN

NOTE

You can now purchase new moves and other upgrades at Jian's forge, located in this building. Buy all four of these upgrades as soon as possible.

TRAINING WITH JIAN: THE GUILLOTINE ($10,000)

For this jump attack the hero rises up in the air before slashing downward to knock down the enemy.



Remember the following when attempting this technique:

- Combine three basic moves to trigger The Guillotine: tap Ⓐ twice before swinging down.
- Remember that timing is important!
- You can knock enemies to their knees with The Guillotine and then finish them.
- The Guillotine plus horizontal swing finisher is a kneeling combo.
- When you see the swing down finish indicator, use The Guillotine to finish enemies.

This is an excellent and versatile attack that can counter attacks and cover a good amount of distance. Use it and perfect it!

TRAINING WITH JIAN: THE STORM ($14,000)

This devastating 360-degree slash damages all the enemies surrounding the player.



Remember the following when attempting this technique:

- Combine two basic moves to trigger The Storm: tap Ⓩ, then swing horizontally.
- Timing is important!
- You can stun enemies with The Storm and then finish them.
- The Storm plus stab finisher is a stun combo.
- When you see the attack indicator, use The Storm to finish enemies.
- This is used when you are surrounded or have foes to your sides or behind you.
- If applicable, use this instead of changing targets, as it is always better to quickly and adeptly inflict damage on a foe rather than waste time not fighting and simply target-changing.
- The Storm can also be a finisher.

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TRAINING WITH JIAN: ARMORED ENEMY TRAINING

Irrespective of whether you've learned any new techniques or not, head to the dojo at the rear of the building and advance on Jian. Your armored enemy training now begins. Remember the following when attempting this technique:

- Use strong attacks to defeat an armored enemy.
- These are achieved with *wide swings* of your Katana.
- Swing from left to right, or right to left, using your Wii Remote.
- Remember; you can select how easy it is to make a wide swing in the Options menu.
- Strong attacks destroy armor, but most armor has several layers.
- In practical terms, three wide swings take care of most armor.



- Strong attacks also stagger foes a little and inflict more damage on them.
- Remember to use fluid motions and swing with your whole arm.

NEW OBJECTIVE: TAKE A NEW MISSION



Back at the forge inside Tamiko's hideout, you have another opportunity to purchase any remaining power-ups and moves before moving over to the mission wall. Choose the first mission; Tamiko needs you to start up a comm tower that's nearby, so she can listen to what the enemy is up to throughout the city. Choose this mission before leaving via the doors to the mean streets.

NEW OBJECTIVE: ACTIVATE THE COMM TOWER

LOCATION #5A: TAMIKO'S MEAN STREETS | Second Visit

Enemies

- Armored Jackal × 1
- Quickdraw Jackal × 2



As soon as you step outside, you're attacked by an Armored Jackal. Put the training you just learned into practice, as bullets ping off this foe's armored head and torso. Attack with three strong strikes, then finish the foe when prompted. Afterward, you can collect scenery cash if you wish. When you're ready, move to the doors to the north below the sign marked Comm Tower.

NOTE

There are two other parts of this location (Tamiko's Mean Streets South and North), which still cannot be accessed yet.

LOCATION #7: COMM TOWER | First Visit

Valuables

- Objective Complete: $5,000
- 5/10: $3,000
- 2/5: $5,000

Enemies

- Jackal Thug × 4
- Armored Jackal × 1



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Step into a narrow east–west corridor with a window to the north. You can see a Token glowing behind the window. Follow the corridor to the left (west) and round the corner, engaging a quartet of Jackal Thugs at the comm tower's command room entrance. Use the explosive barrels to tag foes as they rush toward you if you wish. Then conduct a sweep of the premises. Besides a well-hidden Sheriff Star and that Token, there's a chest to open.



Sheriff Star #5: Face east at the end of the east–west corridor and find the star above the entrance, above a concrete archway.



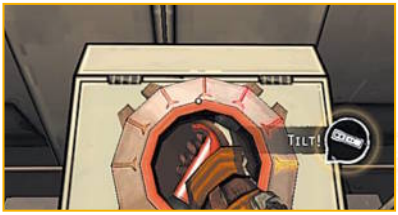
Red Lock Chest (Large): There are three of these, each requiring two shots to open, one at each lock. Inside, expect high-value gold bars, ammo, and cash.



Token #2: The second Token is hidden behind barrels in the comm tower's command room.

NOTE

Remember that the next important mission location can be seen on your in-game map, marked with green crosshairs.



When you've gathered a large amount of cash and other valuables, move to the comm tower itself, and turn it on by twisting your Wiimote left and right to line up with the unlocking device. When you succeed, the comm tower activates and you are given your objective reward. Beware of a single Armored Jackal to tackle on your way back.

TIP

Remember to thoroughly scavenge all areas if you're wanting to buy new powers! The comm tower location alone has $20,000+ to obtain, including the objective reward!

NEW OBJECTIVE: RETURN TO TAMIKO

LOCATION #5A: TAMIKO'S MEAN STREETS | Third Visit

Move quickly into the mean streets area, which is deserted, and then return to Tamiko's hideout, just to the right (west) of the comm tower entrance/exit. You can re-collect scenery cash if you need to.

LOCATION #6: TAMIKO'S HIDEOUT (INTERIOR) | Second Visit

Rendezvous with Tamiko, train with Jian if you buy any more available powers, and then check the mission wall for a new objective; it seems the Jackal leader Payne and his crew are looting the town! Your new job is to destroy the seven Jackal trucks Payne is using!

TIP

Missing any upgrades? Buy them now!



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NEW OBJECTIVE: DESTROY JACKAL TRUCKS

LOCATION #5A: TAMIKO'S MEAN STREETS

LOCATION #5B: TAMIKO'S MEAN STREETS NORTH

LOCATION #5C: TAMIKO'S MEAN STREETS SOUTH

Fourth Visit (#5A) and First Visit (#5B and #5C)

Valuables

6/10: $3,000

Enemies

Armored Jackal × 2 (Streets)
Jackal Thug × 3 (South)



Step out into the streets, just as two trucks burst through into the northern part of the mean streets ahead (east) of you. Turn right (south) and defeat two Armored Jackals. Move around to the gates the two trunks smashed through, and keep your distance as you hit the fuel tank on the side of the truck with gunfire. Destroy both trucks (you can hit the first one as you exit Tamiko's hideout if you fire through the gap in the fence), and then scavenge the north area for cash if you like.

OBJECTIVE UPDATE: DESTROYED JACKAL TRUCK 1/7

OBJECTIVE UPDATE: DESTROYED JACKAL TRUCK 2/7

TIP

The location of each Jackal truck is shown on your in-game map with green crosshairs.



Turn around and venture southward, into the part of the mean streets blocked by a gate earlier in your expedition. Don't smash scenery yet; instead move south and then turn left (east). Quickly blast another parked truck so that the explosion kills one of the three waiting Jackal Thugs, and then finish the rest. Then scavenge the area for a sizable cash haul, including the ransacking of a new chest type and a Sheriff Star. Leave via the northeast door to the bamboo gardens.



Blue Ribbon Chest (Large): These upright chests need to be cut with a vertical sword slice, and they usually contain a sizable amount of gold bars and ammo.



Sheriff Star #6: Easily missed, this star is floating in the middle of a large metal wind turbine in the distance.

OBJECTIVE UPDATE: DESTROYED JACKAL TRUCK 3/7

LOCATION #4: BAMBOO GARDENS | Second Visit

Head back through the gardens, shooting the two possible Sheriff Stars if you haven't done so yet. Move quickly eastward, cutting through the fast-growing bamboo, and open the door to the palm tree courtyard.

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LOCATION #1: SALOON ENTRANCE AND PALM TREE COURTYARD | Third Visit

Enemies

Jackal Thug × 3



Bring the Jackal Thugs down effectively as you pass through this courtyard, en route to a door that you've already been through once, east of the palm tree courtyard center.

LOCATION #2A: "DEAD-END" ALLEY

Second Visit

Step into the dead-end alley, which actually has a door

Enemies

Quickdraw Jackal × 4



to the east that Tamiko has managed to unlock. Step into the alley and look to your right; there's another truck to destroy, as well as one ahead of you. Quickly take down both, causing the four Quickdraw Jackals to suffer damage in the explosion. Mop them up and move to the door to the east that's glowing yellow. Your security card automatically opens it, allowing access into the main marketplace.

OBJECTIVE UPDATE: DESTROYED JACKAL TRUCK 4/7

OBJECTIVE UPDATE: DESTROYED JACKAL TRUCK 5/7

LOCATION #8: SCAFFOLD STREET AND MARKETPLACE ENTRANCE | First Visit

Valuables

Objective Complete: $7,000

Enemies

Payne



Head through the door and open the next door in the connecting chamber, leading out into an L-shaped street with scaffolding on your right (south). Moments after you arrive, Payne is spotted in one of the trucks; he attempts to run you down! You're not that easy to defeat, and you leap to the roof of the vehicle. Follow the on-screen prompts as you careen through the streets. Be quick and watch the screen carefully; succeed in pressing the button and Wiimote combinations, or you face repeating this trial. After punching through the window and grabbing the wheel, you're able to crash the truck, throwing a wounded Payne from the vehicle. He'll be back!

OBJECTIVE UPDATE: DESTROYED JACKAL TRUCK 6/7



As soon as Payne disappears, the truck he was in (which is now burning near the scaffolding) is counted toward the objective, meaning only one more truck must be found. It is parked on the street to the north, near the arched Marketplace sign. Detonate it, and then stay in this immediate area (shown on your in-game map) to scavenge for cash. The objective is complete, and your next major task is to locate the sheriff's station (location #12).

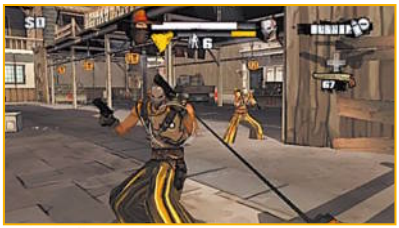
OBJECTIVE UPDATE: DESTROYED JACKAL TRUCK 7/7

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NEW OBJECTIVE: PROTECT THE SHERIFF'S STATION

LOCATION #9: MARKETPLACE | First Visit

Valuables	Enemies
7/10: $3,000	Quickdraw Jackal × 6
3/5: $5,000	Jackal Thug × 2
4/5: $5,000	
2/3: $3,000	



The marketplace is an optional but thoroughly recommended area to search, as the wealth of cash you find here is excellent. To begin with, move into the marketplace and fight the six Quickdraw Jackals; you can fire on them, but you score more cash if you launch a recently learned Katana move on each of them. If you're being swarmed, detonate an explosive barrel; there are a few dotted around, as well as on the trucks. Now destroy the two trucks you can immediately see.

OBJECTIVE UPDATE: DESTROYED JACKAL TRUCK 8/18

OBJECTIVE UPDATE: DESTROYED JACKAL TRUCK 9/18



So that you don't forget to sweep a particular area, move to the gap between the buildings to the northeast, and move around to a dead-end area with another parked truck and two Jackal Thugs. Destroy them and the truck. Then, you should methodically smash all the scenery, including AC units dotted on many of the building walls. Stay at ground level, and don't venture into the sheriff's street just yet.

OBJECTIVE UPDATE: DESTROYED JACKAL TRUCK 10/18



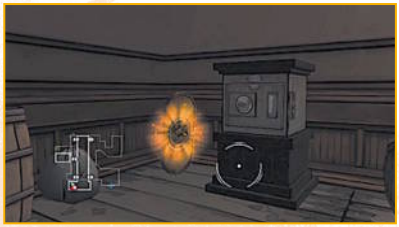
With the majority of the ground cash gathered and all three nearby trucks destroyed, ascend to the upper wooden platform that runs the length of the marketplace, via the climbing access in any of the four corners. Once on the platform, a Sheriff Star, Token, and Safe are available to scavenge.



Sheriff Star #7: At the top of the marketplace's wooden platform, look at the Restaurant billboard to the northwest.



Token #3: In the middle of the marketplace wooden platform, look west and leap across to a low rooftop filled with three chests and the Token.



Token #4 and Safe #2: Look for the building with the Farwest sign on it, at the south end of the marketplace's wooden platform. Leap over the open window to an upstairs room with scenery, the Safe, a Token in the corner, and a door that leads to the balcony around the comm tower (location #10).

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LOCATION #10: COMM TOWER ALLEY

First Visit



This connecting passage between the marketplace entrance and the sheriff's street houses a large comm tower, which can't currently be activated. However, there's a minor amount of scenic cash to grab and a balcony surrounding the comm tower to climb to, which offers access via a door to the connecting room in the marketplace with a Safe and Token.

LOCATION #11: SHERIFF'S STREET

First Visit

Valuables	Enemies
8/10: $3,000	Jackal Thug × 2
	Quickdraw Jackal × 2
	Armored Jackal × 2



Whether you access this location from the comm tower or the marketplace, this long, narrow thoroughfare is teeming with Jackals, so attack them accordingly, and with as many finishing bonuses as you can. Then spend some time searching this street, collecting cash from scenery you've destroyed. Don't forget to destroy two more Jackal trucks, too; one is parked opposite the sheriff's station entrance, while the other is in a dead end in the northwest corner of this location.

OBJECTIVE UPDATE: DESTROYED JACKAL TRUCK 11/18

OBJECTIVE UPDATE: DESTROYED JACKAL TRUCK 12/18



Sheriff Star #8: There's a hidden set of planks to climb to a small roof ledge with two chests and a good view of the inaccessible balcony above the Sheriff's Station, where another star is located.

NOTE

When you've cleared the areas of enemies and cash, and collected all Sheriff Stars, Tokens, and Safe gold, move to the sheriff's station and enter.

LOCATION #12: SHERIFF'S STATION (INTERIOR) | First Visit

Techniques and Upgrades	Cost ($$$)
.357 Longarm Upgrades: Reload Speed I	$10,000
.357 Longarm Upgrades: Rate of Fire I	$10,000
.357 Longarm Upgrades: Accuracy I	$10,000
.357 Longarm Ammo Upgrades: Ammo I	$6,000
.357 Longarm Ammo Upgrades: Ammo II	$10,000
.357 Longarm Ammo Upgrades: Ammo III	$18,000
Twin Barrel: Weapon	$80,000
Twin Barrel Upgrades: Reload Time I	$14,000
Twin Barrel Upgrades: Rate of Fire I	$14,000
Twin Barrel Upgrades: Shot Density I	$14,000
Twin Barrel Ammo Upgrades: Ammo I	$10,000
Twin Barrel Ammo Upgrades: Ammo II	$14,000

Enter the sheriff's premises, and you meet up with Judd again, who gives you instructions to meet Jian for more training.

NOTE

You can now purchase ammunition, new weapons, and ammo upgrades at Sheriff Judd's supplies, located in this building.

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NEW OBJECTIVE: TRAIN WITH JIAN

TRAINING WITH JIAN: PARRY STRONG ATTACKS

Head to the dojo at the rear of the building and advance on Jian. Your training in parrying strong attacks now begins. Remember the following when attempting this technique:

- A red glow means an enemy is about to launch a strong attack.
- You must tilt your Wii Remote in different ways to parry strong attacks.
- The horizontal parry stops vertical enemy attacks. To attempt this, hold Ⓐ, then tilt your Wii Remote to the left.
- The vertical parry stops horizontal enemy attacks. To attempt this, hold Ⓐ, then tilt your Wii Remote upright.



- Once you successfully parry an attack, the enemy is open to a counterattack: Always try a strong attack, normal slicing attack, or gunfire after a parry!

NEW OBJECTIVE: TAKE A NEW MISSION



Move back into the sheriff's station and consult the mission wall for your next objective. To reach Payne, you need Tamiko to hack the Rojo House front gate; this plan involves you activating the marketplace comm tower so she can remove the security system, allowing you inside.

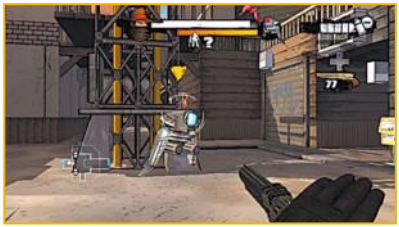
NEW OBJECTIVE: HACK THE MARKET COMM TOWER

LOCATION #11: SHERIFF'S STREET

Second Visit



Step out into the sheriff's street. You are welcome to gather more scenic cash if you wish, before moving right (south) to the end of the main street and turning left; the marketplace comm tower is right in front of you.



Unlike on your previous visit to this comm tower, now there are six T-58 Drones floating about here, and the best way to destroy them is by locating the nearest one that is glowing red, and firing at it. Chasing Drones with a Katana is slow and difficult. When your fancy sharpshooting is over, climb up to the balcony surrounding the marketplace comm tower and access the controls.

LOCATION #10: COMM TOWER ALLEY

Second Visit

Valuables	Enemies
Objective Complete: $4,000	T-58 Drone × 6
	Armored Jackal × 2



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Your key turns the tower on, completing the objective. You're awarded $4,000, but two Armored Jackals are advancing on your location. Remove their armor with strong attacks and defeat them both before dropping down and returning to the sheriff's street.

NEW OBJECTIVE: TAKE A NEW MISSION

LOCATION #11: SHERIFF'S STREET

Third Visit



Return from the marketplace comm tower alley and move toward the sheriff's station; this is the closest location where there's a mission wall to access, although you could backtrack to Tamiko's hideout and access an identical wall.

LOCATION #12: SHERIFF'S STATION (INTERIOR) | Second Visit



Once inside the sheriff's station, step over to the wall and inspect the new available missions. There are three, but only one of them is mandatory: Defeat Payne. The others (Destroy All the Jackal Trucks and Hack the Rojo House Comm Tower) are optional, but they're well worth completing because you're awarded extra cash, which is important for your upgrades. This is the last chance to access gun upgrades, so buy what you can (or need), and leave.

NEW OBJECTIVE: DESTROY ALL THE JACKAL TRUCKS (OPTIONAL)

NEW OBJECTIVE: HACK THE ROJO HOUSE COMM TOWER (OPTIONAL)

NEW OBJECTIVE: DEFEAT PAYNE

TIP

The gun upgrades in this station are important, and you should try to upgrade and purchase as much as possible. Don't forget the additional weapons, upgrades, and ammo upgrades!

LOCATION #11: SHERIFF'S STREET

Fourth Visit

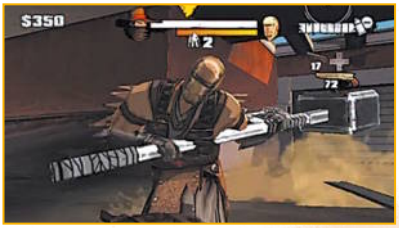


This is the last time you need to be in the marketplace zone, so gather any remaining cash items you want and move to the garage door in the southwest corner of the sheriff's street. It is now unlocked, so activate the controls and the door rolls open.

LOCATION #13: ROJO GARAGE | First Visit

Enemies

- Jackal Thug × 3
- Heavy Jackal × 1



Move slowly into this long connecting tunnel with a parked truck around the corner to your left and a long east–west passage with a barred window on the right (north) overlooking the Rojo House gardens. Ahead are three Jackal Thugs and a Heavy Jackal. If you don't feel confident attacking them all at close range, silently step around the initial corner, target a Jackal, and shoot him in

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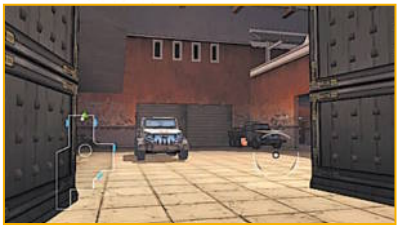
the head. When the others come running, blow up the truck; the explosion usually damages or takes out another. Then quickly slice the final Jackal so that only the Heavy Jackal remains. Use the same dodge-and-strike attacks you used on Big Bill; the Heavy's back is his weak spot! When you're done, smash the small chest and other scenery before leaving via the west garage door.

OBJECTIVE UPDATE: DESTROYED JACKAL TRUCK 13/18

NOTE

There's a Sheriff Star visible through the railing, in the gardens; it is possible to hit it from here, but easier if you wait until you're in the gardens (location #14).

LOCATION #1: SALOON ENTRANCE AND PALM TREE COURTYARD | Fourth Visit



The western garage exit brings you back to the initial courtyard and saloon. On this occasion, the giant door to Rojo House to the right (north) is now unlocked thanks to Tamiko. Access the controls and open the door. Your request to confront Payne begins now!

TIP

Still have cash reserves? Want to upgrade before facing Payne? Then return to Tamiko's hideout or the sheriff's station and buy what you can. Then enter the Rojo House. You'll have one final opportunity to backtrack and upgrade.

LOCATION #14: ROJO HOUSE ENTRANCE AND GARDENS | First Visit

Valuables

Optional Objective Complete: $5,000

9/10: $3,000

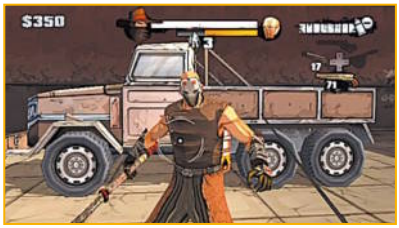
5/5: $5,000

Enemies

Armored Jackal × 4

T-58 Drone × 3

T-58 Drone × 6



As soon as you enter Rojo House, prepare your strong attacks and parrying; two lumbering Armored Jackals attack, with two more arriving once the first two are slain. Payne can be heard goading you over the radio; your search for him begins, but only after you destroy the two Jackal trucks parked in the entrance area and gather a few gold nuggets of cash from the scattered refuse. The exit to the northeast is sealed, so move to the southeast corner and open the door leading to the gardens. Have your gun ready!

OBJECTIVE UPDATE: DESTROYED JACKAL TRUCK 14/18

OBJECTIVE UPDATE: DESTROYED JACKAL TRUCK 15/18



Three Drones fly through the railing from right to left as you step into the gardens, and they are carrying cash, so be sure to shoot them before they float away; there's over $3,000 between them! Spend a few minutes opening chests, shooting or slicing the potted plants, and locating valuables before climbing the stairs on the east side of the gardens.



Token #5: Nestled under the eastern stairs in the Rojo House gardens is the fifth Token.

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Sheriff Star #9: You'll find a Sheriff Star floating on an upper balcony at the base of the Rojo House comm tower, accessed via the gardens or garage.



Climb the steps and move across the walkway toward the comm tower. Before you activate it, beware of six Drones hovering in the space above the lower entrance; shoot them deftly with your gun before moving to the comm tower itself. Activate it to complete the optional objective (and claim more cash), and then check the large chest on this upper balcony before working your way around to the interior balcony entrance. Below is a fountain courtyard, and once you jump down, you can't retreat, so prepare for battle!

NOTE

This is the last opportunity you have to spend some of the cash you just gathered before facing Payne. However, you can also upgrade after the fight, before leaving for Lower Caldera.

LOCATION #15: ROJO HOUSE FOUNTAIN COURTYARD | First Visit

Valuables	Enemies
Optional Objective Complete: $9,000	Quickdraw Jackal × 4
3/3: $3,000	Heavy Jackal × 1



The fountain area is quiet—suspiciously quiet! Prepare for an ambush as soon as you drop down from the balcony. Leave the two trucks and explosive barrel alone until you're in battle, as you can detonate them to wound the enemies you're facing. Take care of the Quickdraws before finally facing the Heavy Jackal. Stay in the open area rather than fighting around the fountain as it's easier to strike the Heavy Jackal from behind (the fountain isn't in the way). When the battle is over, begin your cash scavenge, and don't forget to destroy the two Jackal trucks. Then inspect the garage to the southwest; shoot the red glowing locks to open the garage, where the final Jackal truck resides. Then continue to scavenge; there's a sizable haul, including the final Safe on this stage.

OBJECTIVE UPDATE: DESTROYED JACKAL TRUCK 16/18

OBJECTIVE UPDATE: DESTROYED JACKAL TRUCK 17/18

OBJECTIVE UPDATE: DESTROYED JACKAL TRUCK 18/18

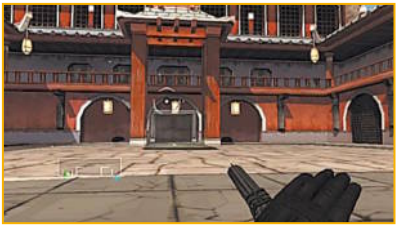


Safe #3: The final Safe is in the northwest alcove of the Rojo House fountain courtyard.

LOCATIONS #16A AND #16B: ROJO HOUSE BALCONY AND ARENA COURTYARD | First Visit

Valuables	Enemies
Objective Complete: $15,000	Boss: Payne
10/10: $3,000	Jackal Thug × 2

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Move to the covered stairway and balcony once the fountain courtyard is cleared of foes and cash. Move up to the arena courtyard, but not before you crack open a couple of ammo boxes and inspect the wooden mannequins (the sword embedded in one of them isn't the Sora Katana, unfortunately!). Before you continue, make sure you locate and fire at the last Sheriff Star.



Sheriff Star #10: Floating on a roof, the 10th Sheriff Star can be seen from the east end of the Rojo House balcony, looking southeast.

BOSS BATTLE: PAYNE



Ascend to the arena courtyard; Payne bursts through the doors opposite and launches into a vicious series of attacks! Payne's leaping attack is powerful, but easily dodged if you move to the side. Then follow up this dodge with some strong attacks of your own. You're likely to survive unscathed if you can effectively parry Payne's attacks, so block his vertical or horizontal attacks accordingly, then immediately launch into strong attacks of your own.



Once he's whittled down to around half his health, Payne launches a charge, and you leap over him, grabbing the Sora Katana in one fluid motion. Combat continues; you can circle around Payne and blast him with your gun or swipe him, just as if he's a Heavy Jackal. Also, you can move adeptly away from Payne's swiping strikes, waiting until he's finished before retaliating hard and fast. Back up after a barrage to ensure you aren't hit. If Payne summons a couple of Jackal Thug lackeys, defeat them quickly with your gun before returning to finish Payne.

After Payne takes the quick route to Lower Caldera and the Jackal leader is disposed of, your objective updates.

NEW OBJECTIVE: RETURN TO SHERIFF JUDD

LOCATION #12: SHERIFF'S STATION (INTERIOR) | Third Visit



You have now thoroughly explored Rojo House and should prepare for the next stage in your adventure. First, wind your way back to the fountain courtyard and exit via the door in the southeast corner that was previously locked; it leads to the entrance. Move into the palm tree courtyard, then take the garage back, heading east to the sheriff's street and back into the sheriff's station. Judd isn't here, but Jian is, and he rewards you with a secret of the Kusagari!

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NEW OBJECTIVE: TRAIN WITH JIAN

TRAINING WITH JIAN: THE EAGLE

Head to the dojo at the rear of the building and advance on Jian. Your Eagle Power training now beings. Remember the following when attempting this technique:

- Use The Eagle to knock enemies in the air.
- The Eagle is activated by holding Ⓐ and Ⓑ together to charge your sword. This charge is the usual first step when attempting many Kusagari powers, so remember it!
- Attempt The Eagle by charging your sword, then swinging the Wii Remote upward.



- Charge your sword for under a second, then swing up to execute an Eagle.
- Charge your sword for one second or more, then swing up to execute a fully charged Eagle.
- The Katana you're holding flashes after the one-second mark.
- You may need to hold it for longer if you're positioning yourself near or chasing an enemy.
- Longer charges mean stronger hits. The Eagle knocks a foe up, and then down.
- You can then easily finish them when they land.
- Or, you can dodge forward (Ⓐ) to follow the launched foe and attack them in the air!
- These airborne strikes (dodge, then swing your Wii Remote) inflict more pain on a defenseless foe.
- Finish them before they land, or after they fall to the ground.

NEW OBJECTIVE: TAKE A NEW MISSION

Return to the sheriff's station and check the mission wall for your final task in Upper Caldera; Tamiko has been looking into the "Shinjiro" that Payne mentioned during your previous battle, and it's apparently coming from the Kusagari Tower in the middle of Lower Caldera. You're to find your way there via an old freight elevator.

NEW OBJECTIVE: HEAD TO LOWER CALDERA

LOCATION #8: SCAFFOLD STREET AND MARKETPLACE ENTRANCE | Second Visit

Valuables

Objective Complete: $10,000



Head out of the station to the sheriff's street, and take a route through the marketplace or comm tower alley to reach the deserted scaffold street and marketplace entrance area. The elevator entrance is via the garage door in the southeastern corner of this location. Move here and pass the point of no return to start the next stage.

TIP

Beware! There are no upgrades (to your moves, powers, sword, or guns and ammo) on your journey to Lower Caldera, so spend your remaining cash before you leave at the sheriff's station or Tamiko's hideout.

CHALLENGE MODE

Bronze	90,000	$5,000
Silver	140,000	$5,000
Gold	240,000	$20,000
Special	289,500	$20,000*

*This challenge does not appear in the game; it is just the highest score we've managed to obtain on Ninja difficulty. Can you beat it?

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04 DESCENT

OVERVIEW

With the foes in Upper Caldera still feeling your wrath, you must descend to Lower Caldera to face the clans, and this isn't easy with all the roads into town being blocked. You must work your way through a cargo bay to a large freight elevator and ride it to the outskirts of town, cutting down Jackal clan threats as you go. When you finally reach the town bridge and main entrance, prepare to meet and beat your first Katakara clan victim. Good hunting to you!

LEGEND: LOCATION

1. Cargo Bay and Elevator Entrance
2. First Elevator Descent
3. Control Bridge Checkpoint
4. Second Elevator Descent
5. Unloading Dock
6. Lower Caldera Outskirts Gate
7. Lower Caldera Outskirts Trench
8. Lower Caldera Outskirts Balconies
9. Bridge to Lower Caldera

Collectibles

- 8
- 5
- S 3

NEW OBJECTIVE:
FIND THE FREIGHT ELEVATOR

LOCATIONS #1A AND #1B: CARGO BAY AND ELEVATOR ENTRANCE

Valuables

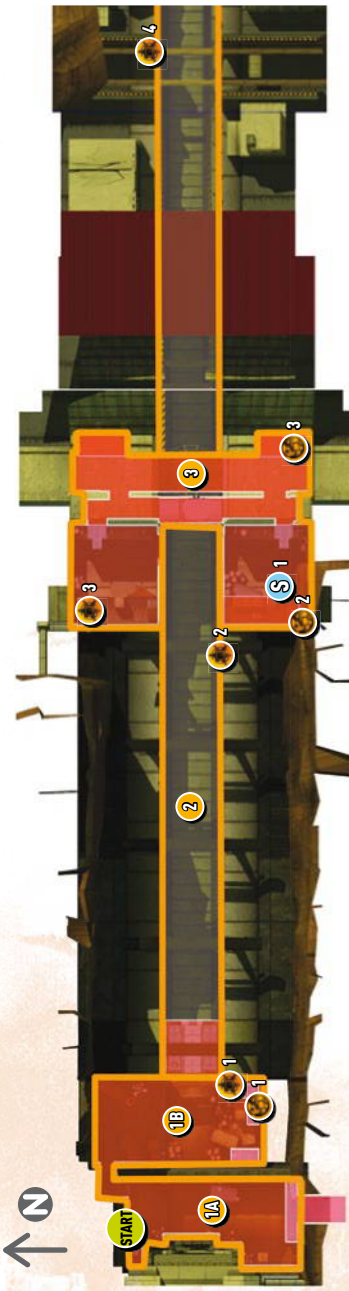
- 1/8: $3,000
- 1/5: $5,000

Enemies

- T-58 Drone × 4
- T-58 Drone × 4
- T-58 Drone × 4



Finding the freight elevator involves winding through two large



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cargo bays at the top of the elevator shaft. Fortunately, these are easy to traverse; open any crates on the balcony before dropping to the ground below. Then step forward to the middle of the bay and blast four Drones (you replenish your weapon as the Drones drop ammo). Then conduct a thorough scavenge of cargo bay A. Don't forget to shoot the red lock on the container in the corner to access the valuables inside. Once you've scavenged cash, move to the northeast exit corridor and bash open the door.



Locked Container: Shoot the red lock with your gun to open the container, allowing access to the items within.



You move into the open-air elevator entrance, which is guarded by four Jackals. Sidestep around the container, shoot an explosive barrel (which can defeat two of the Jackals), and then finish the remaining stragglers. Then conduct a thorough sweep of the area for cash; there's a well-hidden Sheriff Star to grab, too! Don't forget to blast open any red locks on containers, and be sure to clear the crates, allowing you access to the tops of the south containers so you can claim your first Token and some ammo. Smash the crates on the large elevator to the east before you activate it.

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TIP

Remember! If you're after the very largest cash haul, face the Jackals in bladed combat and use finishers for cash multipliers: The "Training" chapter has the different amounts you can gain from these takedowns.



Sheriff Star #1: Shoot the upper container with the red lock, then the star floating inside the container.



Token #1: Clear the crates in the southwest corner of cargo bay 1B, then ascend the climbable planks. Move over the tops of the containers to secure the Token.

CAUTION

Unlike in the previous stages, where you could return to previously explored areas, you cannot during this stage. This makes scavenging and collectible searches all the more important!

LOCATION #2: FIRST ELEVATOR DESCENT

Valuables	Enemies
2/8: $3,00	T-58 Drone × 3
	Jackal Thug × 3



Move to the elevator switch and press it. The elevator slowly descends the open-air hillside. You should face downhill immediately and look for three Drones descending toward you. They each carry a sizable amount of cash, so accurately shoot them all or they drop out of your line of sight. On your way down to the control bridge, be sure to shoot another Sheriff Star (or you can look back and aim at it before you step off the elevator).



Sheriff Star #2: This star is on the right (south) end of the last ceremonial archway before you reach the control bridge.



As you reach the control bridge checkpoint, massive barriers slam into place, and three Jackal Thugs leap down to the elevator. They are easily dispatched, after which your objective updates.

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NEW OBJECTIVE: REOPEN THE CHECKPOINT

LOCATION #3: CONTROL BRIDGE CHECKPOINT

Valuables
3/8: $3,000
2/5: $5,000
3/5: $5,000
1/3: $3,000

Enemies
Alpha Jackal × 1
Jackal Thug × 1
Quickdraw Jackal × 3
Jackal Thug × 2
Alpha Jackal × 1
Quickdraw Jackal × 2
Jackal Thug × 2
Quickdraw Jackal × 1
Heavy Jackal × 1
Armored Jackal × 1



There are four separate chambers to explore in the checkpoint location, and the first is the small cargo bay to your left (north). Step in and engage a new Jackal type; an Alpha leader who bathes himself in glowing red, meaning other Jackals become more aggressive in combat. Deal with him first; fight him just as you would an Armored Jackal. Then quickly defeat the Jackal Thug. Ransack this entire location, paying attention to the lockers. When you've cleared the area, move to the small elevator to the northeast and turn around, locating another Sheriff Star before ascending.



Red Lockers: Blast both the red locks on the locker doors to open them. The cash and ammo inside are automatically absorbed by you.



Sheriff Star #3: Floating on top of an inaccessible container in the northwest corner of the small cargo bay near the checkpoint is the third Sheriff Star.



Activate the small vertical elevator and move to the balcony above. Smash some barrels and check the sealed door you can't enter yet before turning your attention to the blocked door. Fire on each of the four red locks so the door falls forward, and then sprint across the top of the barrier toward a trio of Quickdraw Jackals. Cut them down expertly, then check the immediate area. There is a door you can unlock to your left (east) and another small cargo bay to the right (west).

TIP

When running toward the Quickdraws, remember that holding Ⓐ allows you to block incoming bullets.

TIP

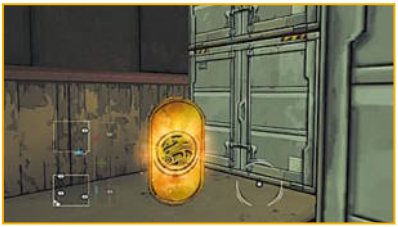
The control bridge checkpoint controls are shown as green crosshairs on your in-game map.



You can unlock the door, but a better plan is to clear the second small cargo bay of cash and valuables. Use the small elevator to descend, scavenge the lockers and crates, and

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be sure to find the well-hidden Token, as well as the ladder behind the large container. The ladder allows access to the upper platform, where a crane resides. It is holding a safe. When you've gathered your fill of cash, return to the elevator, move to the yellow glowing door, and open it.



Token #2: Find a Token in the far left (southwest) corner of the small cargo bay, behind a destructible crate, around and behind the larger metal container.



Safe #1: A Safe is attached to a crane in the checkpoint's second small cargo bay. Climb the ladder to the upper balcony, press the crane switch so the Safe drops, then descend to crack it.



Step into the command bridge and immediately repel the attacks of five Jackals; two are Quickdraws and one is an Alpha; the red glow and more aggressive behavior of the Jackals demonstrate the Alpha's power at work. Quickly dispatch the Jackals as you encounter them, but before you inspect the area. Then conduct a scavenge sweep: There's cash on both sides of the bridge; be sure to check the upper balconies on each side because there's a Token on one side and ammo on the other. Once you're finished, move to the bridge controls and follow the on-screen instructions to unlock the barrier.

NEW OBJECTIVE: REACH THE BOTTOM



Token #3: Climb the red-lit ladder to the southern balcony in the covered section of the bridge control checkpoint.



The only way back to the freight elevator is via the first small cargo bay, which you can access through the previously sealed door at the far (north) end of the control bridge area. Ride the small elevator down into the bay, and prepare for further fighting: As you land, a group of Jackals ambushes you, appearing from the balconies, with a Heavy striding out of the large container. When you kill the Jackals, an Armored Jackal appears, so deal with the smaller enemies first; stay mobile and away from the heavy hammer swings. When all are defeated, remember to check inside the now-open container for some final scavenging before returning to the main freight elevator.

TIP

The Heavy Jackal is a real menace, to both you and his own allies; try to position yourself so those swings take out a Jackal or two, if you aren't concerned about extra finisher cash!

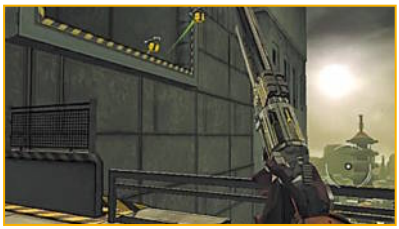
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TIP

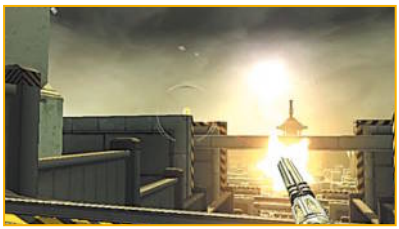
Are you having real problems tackling Armored Jackals? For most enemies (aside from the Heavy Jackal, which you must dodge around and attack from behind), repeated use of The Guillotine (and then a finisher) is very effective, but you need to have purchased this move during your time in Upper Caldera!

LOCATION #4: SECOND ELEVATOR DESCENT

Valuables	Enemies
4/8 $3,000	T-58 Drone × 2
1/5: $5,000	T-60 Drone × 4
	T-60 Drone × 4



Keep your wits about you after activating the elevator; there are Drones to defeat! The first appear ahead and left of you through a square hole, and both carry sizable cash reserves. Shoot them before they disappear, and then peer toward the tower in the distance; look up and left for a Sheriff Star.



Sheriff Star #4: Halfway down the second freight elevator descent, on the left side of the first cargo bridge, is another Sheriff Star.



You continue to descend, and after shooting the star you should prepare for combat with a new kind of Drone; four drop out of a cargo container as you reach the first cargo bridge. There are two ways to defeat these spiky Drones; blast each with a gunshot, or wait until they charge and quickly step out of the way so you aren't caught as they explode. Farther down, a second container opens with four more Drones; execute the same plan. Then prepare for Jackal combat as the freight elevator reaches the unloading bay.

LOCATION #5: UNLOADING DOCK

Valuables	Enemies
2/3 $3,000	Quickdraw Jackal × 3
	Armored Jackal × 2



Step off the freight elevator as you reach the outskirts of Lower Caldera and the unloading dock; there are more enemies to face, so quickly deal with the Quickdraws so you can slam the Armored Jackals with strong attacks. After combat, make a thorough sweep for cash, remembering to climb the ladder to the narrow balcony where crates are located and to open lockers. Then drop down to open the door to the small storage room to the south, where a Safe is located. Exit via an identically sized room to the north.

NOTE

Some of the cash is hidden inside AC vents above you, so look up with your gun aimed to find them.



Safe #2: Obtain a Safe from a small storage room just south of the unloading dock where the freight elevator finishes.

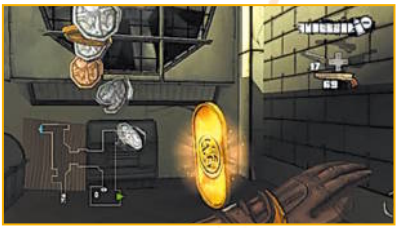
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LOCATION #6: LOWER CALDERA OUTSKIRTS GATE

Valuables	Enemies
5/8 $3,000	Jackal Thug (fleeing)
6/8 $3,000	
4/5 $5,000	



Move around the corner, and go down a dirt street with a large ceremonial gate on your left (east). You'll pass through the gate in a moment, but for now, conduct a cash scavenge of this immediate area, moving from north to south; don't forget to clear the narrow alleyway to the south where a Token is located.



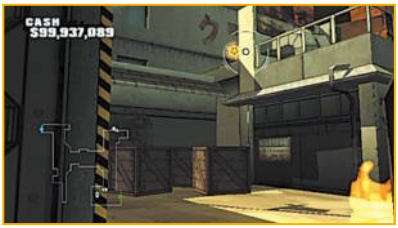
Token #4: This Token is behind barrels and other destructible scenery at the end of the narrow alley near the outskirts gate.

TIP

You are checking the high walls for AC units to destroy, aren't you? There's one on either side of the gate on the concrete buildings, and this helps maximize your cash gathering.



Head through the large ceremonial archway gate and watch a Jackal Thug dash from left to right; he can't be shot, and he drops down into a trench to the right (south). Ignore him for the moment and continue to scavenge for cash, moving to the junction and turning left (north), watching for an exploding truck. This area is a dead-end, although there's an important Sheriff Star to tag, which is easy to miss.



Sheriff Star #5: Look behind a concrete pillar and AC duct on the roof of a low building above three crates, near the burning truck.



Complete the scavenge by heading southward, securing another Sheriff Star (which you can aim at in location #8, too) and then turning right (west) and blasting a red lock to drop a ladder down, allowing access to some scaffolding and ammunition. This entrance area should now be devoid of coins, allowing you to investigate the trench where the Jackal Thug fled to. Remember; you can't climb back up once you've dropped into the trench!



Sheriff Star #6: Above the center of a distant water tower, a star is visible from the entrance or upper scaffolding area.

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LOCATION #7: LOWER CALDERA OUTSKIRTS TRENCH

Enemies

- Jackal Thug × 3
- Armored Jackal × 1
- Alpha Jackal × 1



As soon as you drop down, a digging machine roars into life and trundles toward you. This is less frightening than it looks, as the digging implement won't harm you; in fact, you can claim $200+ as it smashes some barrels and crates en route to your location. It stops before the end of the trench, hemming you in to fight a number of Jackals, including one Armored and Alpha Jackal. Use your preferred techniques and circle the foes as the digging machine retreats slightly. When the fight is over, exit via the planks along the north side of the trench.

LOCATION #8: LOWER CALDERA OUTSKIRTS BALCONIES

Valuables

- 7/8 $3,000
- 6/8 $3,000
- 4/5 $5,000

Enemies

- Quickdraw Jackal × 4



The moment you clamber up to a balcony overlooking the trench, spin around to face the opposite balcony and lay waste to four Quickdraws, by either leaping the gap or using explosive barrels to weaken a few foes first. Stay on the opposite balcony and collect coins from the exploding scenery before returning to the initial balcony to smash more crates and collect some ammo on the western end of the balcony. You have an excellent view of Sheriff Star #6 from this balcony, too (if you missed it while in location #6). Now leap back to where the Quickdraws were and drop to the balcony directly below, which holds more cash and ammo, and offers a view of another Sheriff Star.



Sheriff Star #7: Below the initial (northern) balcony, this star is best viewed from the second (south) balcony in the Caldera outskirts.

LOCATION #9: BRIDGE TO LOWER CALDERA

Valuables

- Objective Complete: $10,000
- 8/8: $3,000
- 5/5: $5,000
- 3/3: $3,000

Enemies

- Armored Jackal × 3
- Jackal Thug × 6



Head north, and turn right to see the impressive ceremonial bridge that leads into Lower Caldera itself. Before you dash across and complete this stage, there's some rummaging to do! Clear the area before the bridge of coins, including the walls and floors around the exterior of the building marked Warning, and around to the bridge entrance. Then enter the one-room building, open a number of large chests, and grab a Token.

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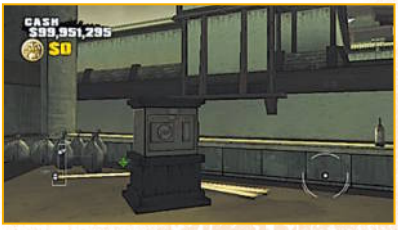
Token #5: Among the crates and chests inside the small building named Warning, just before the Lower Caldera bridge, is a Token.



Stop! Don't head across the bridge yet! Instead, move to the south area with the two phone boxes and planks leading down to an area under the bridge entrance. Along the way secure a Sheriff Star, and then face down three Armored Jackals. After a flurry of parrying and strong attacks, break every bottle and secure every coin you can before opening the Safe here. Then return to the bridge. You should have gathered over $11,000, not including Sheriff Stars, Tokens, Safes, and fighting bonuses!



Sheriff Star #8: Under the far (eastern) span of the main bridge to Lower Caldera is a star.



Safe #3: A Safe is under the near (western) entrance to the main bridge to Lower Caldera, among the large piles of refuse.



You should now cross the bridge, readying your blade and gun for an onslaught of Jackals; six attempt to waylay you as you cross. Stay on the bridge (rather than crossing to the other side) and deal with each one quickly and effectively; they are no match for your vicious swipes or headshots! Then cross to the opposite side of the bridge; the door to Lower Caldera swings open...wait, who's that?!

BOSS BATTLE: THE KATAKARA



The Katakara clan has made an appearance! This well-armored menace may look threatening, but it will fall to your blade and weapon if you're particularly quick and adept: First, dodging around and retaliating after it attacks (particularly with strong attacks) breaks down its armor. Or, parry its sword swings with deft Wii Remote blocking. The Eagle power is also an excellent tactic; launch the Katakara into midair, where you can continue to strike it. You need to knock three sections off the Katakara before it is vulnerable to gunfire; after that you can try any of the previous attacks again or finish with gunfire. Once the Katakara is down, enter the gates to Lower Caldera and claim your objective cash!

CHALLENGE MODE

Bronze	50,000	$2,500
Silver	90,000	$5,000
Gold	140,000	$10,000
Special	190,100	$10,000*

*This challenge does not appear in the game; it is just the highest score we've managed to obtain on Ninja difficulty. Can you beat it?

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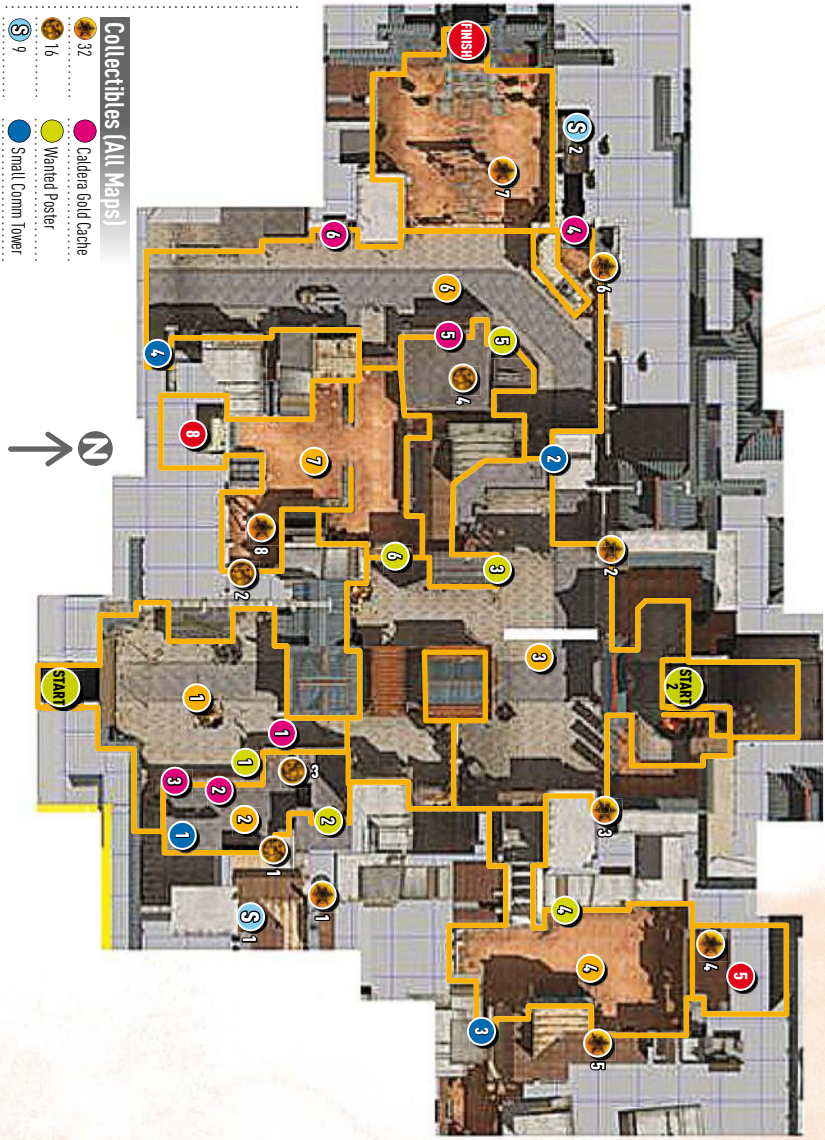
04 KATAKARA

OVERVIEW

Investigating the maze of the main city of Caldera is no easy task, and the first plan is to attempt to gain entrance to the Temple District by opening the massive doors in the outer area. This is achieved by locating the Water Temple, weaving your way through this once-tranquil environment, and lifting the gate. To reach Shinjiro, you must lower the main bridge in the Temple District, which involves locating the bridge controls. These are only accessible via a cunning route through the sewers. After dropping the bridge manually, you can finally face Shinjiro in bladed combat. Make sure you bring out your gun, too!

Collectibles (All Maps)

- 32 Caldera Gold Cache
- 16 Wanted Poster
- 9 Small Comm Tower



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LOWER CALDERA OUTER DISTRICT

LEGEND: LOCATION

1. Lower Caldera Entrance Road and Storage Area
2. Lower Caldera Entrance Road and Storage Area
3. Storage Garage Rooftop
4. Kusagari Temple Entrance Courtyard
5. Wild West Thoroughfare (Safehouse)
6. U.S. Marshal Office (Interior)
7. Kusagari Gas Station and Storage Depot
8. Kusagari Gas Tank Storage Area (Safehouse)
9. Tamiko's Lower Caldera Hideout

LOCATION #1: LOWER CALDERA ENTRANCE ROAD AND STORAGE AREA | First Visit



Enemies

Katakara Gunner × 3

A Jackal truck drives forward through the garage door ahead of you, and the Katakara clan is most definitely alive and well, and firing in your direction! Three Katakara Gunners are guarding this entrance road with flaming trucks that you must dodge around. Long-range headshots work best as you defeat all three of these foes, although sprinting in with a Guillotine or firing on the explosive barrels to wound these foes works well, too. Once the threats are nullified, your objective updates, and you should plan to climb onto the low flat roof of the storage building to your right (east; location #2) to look for your first Sheriff Star. The wall to climb to reach this location is in location #3, so head to the steps to the north.

NEW OBJECTIVE: REACH THE KUSAGARI TEMPLE

NOTE

From this point on, some location sections include an "Additional Assets" segment: a list of items and areas that are relevant to future objectives, including whether they are accessible yet or not, so that you can remember them for future reference.

ADDITIONAL ASSETS



Item: Wanted Poster 1/10
Related Objective: Find the Wanted Posters
Accessible Now? Yes
Shoot the Wanted poster on the corner of the storage building on the right of the entrance road and storage area, between the locked doors to the Caldera gold.

ADDITIONAL ASSETS (CONTINUED)



Item: Caldera Gold Cache 1/8
Related Objective: Recover the Caldera Gold
Accessible Now? No
A yellow switch near the eastern garage opens the door, allowing access to a trove of treasure.



Item: Caldera Gold Cache 2/8
Related Objective: Recover the Caldera Gold
Accessible Now? No
There is a yellow switch near a pair of metal shutter doors that lead into a subterranean storage area and treasure.

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ADDITIONAL ASSETS (CONTINUED)

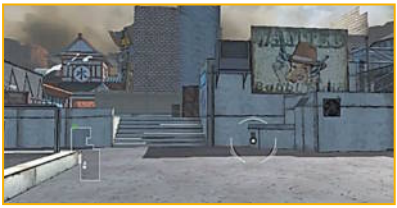


Item: Caldera Gold Cache 3/8
Related Objective: Recover the Caldera Gold
Accessible Now? No
A yellow switch in the northeast path, near the stairs to exit location #1, allows access to a garage of treasure.

LOCATION #2: STORAGE GARAGE ROOFTOP | First Visit

Valuables

- 1/32: $3,000
- 1/16: $5,000



At the top of the steps you enter the initial part of the sprawling Kusagari Temple courtyard (location #3), but instead of investigating this area, turn immediately right (east), smash a couple of large crates, and locate the wall planks to climb. Once on the garage roofs, look to the east and locate a Sheriff Star and your second Wanted poster before clearing the area of cash and ammunition, including a Token and boxes inside an open garage. Then drop down to location #3.



Sheriff Star #1: Floating above a water tower in the distance to the east, a star is visible from the storage garage rooftops near the second Wanted poster.

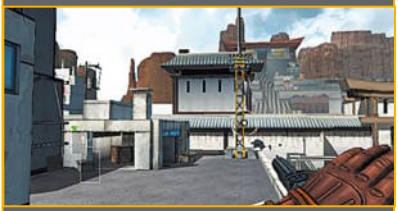


Token #1: Search in the eastern corner of the storage garage rooftop, near a wall fan and corrugated sections, by concrete walls.

ADDITIONAL ASSETS



Item: Wanted Poster 2/10
Related Objective: Find the Wanted Posters
Accessible Now? Yes
Shoot the Wanted poster that's just visible behind the group of crates and a barrel, on the upper entrance part of the rooftop.



Item: Comm Tower 1/6
Related Objective: Activate All the Comm Towers
Accessible Now? No
On the rooftop garage above the storage rooms with Caldera gold in them, this comm tower is in the southwest corner.

LOCATION #3: KUSAGARI TEMPLE ENTRANCE COURTYARD | First Visit

Valuables

- 2/32: $3,000
- 3/32: $3,000

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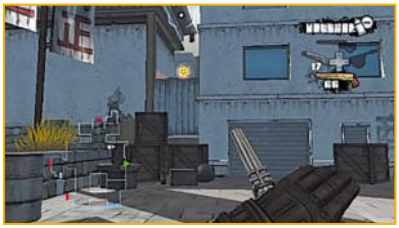


There are recent signs of battle as you move into the temple's large entrance courtyard. Begin with a reconnoiter at the top of the steps that lead back (south) to location #1: There are crates everywhere (even on the bridge structure above you), a large chest, and other scenery to smash for cash. Then move across the bridge.

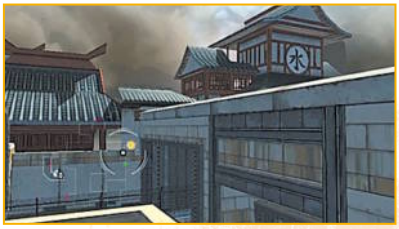


A burning truck, more scenery to destroy, and a locked door lie ahead (west). Turn right (north); the pathway opens up as you pass by a mesh fence on your left (west) and enter the impressive courtyard, where the remains of a battle are still visible. The temple door closes; perhaps Sheriff Judd can help you while Tamiko works on finding a way through? Before you leave via the only unlocked door, to the right (east), be sure to smash up all the scenery for more cash; you need every penny for the upgrades to come! Don't forget the two Sheriff Stars in this large locale, too!

NEW OBJECTIVE: FIND JUDD



Sheriff Star #2: In the small additional area adjacent to the western exit of the temple courtyard, where a comm tower is located; it's on the temple's perimeter wall to the north.



Sheriff Star #3: Shoot the star on top of a fence in the northeastern area of the courtyard, by the white flapping flags and crate pile.

ADDITIONAL ASSETS



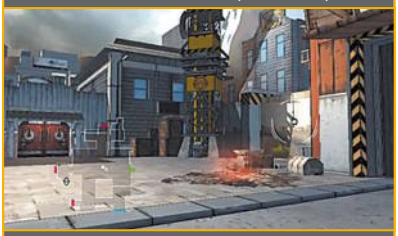
Item: Wanted Poster 3/10
Related Objective: Find the Wanted Posters
Accessible Now? Yes
Blast the poster by the mesh fence, near the western exit of the courtyard, by the dirt pile and the small garage hut.



Item: Comm Tower 2/6
Related Objective: Activate All the Comm Towers
Accessible Now? No
This comm tower is on the rooftop of the small additional area adjacent to the western exit of the temple courtyard, near Sheriff Star #2, accessed via

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ADDITIONAL ASSETS (CONTINUED)



Item: Main Comm Tower
Related Objective: Activate the Comm Tower
Accessible Now? No
The largest comm tower (not part of the "Activate All the Comm Towers" objective) is in the southeast part of the temple courtyard, near some crates.

LOCATION #4: WILD WEST THOROUGHFARE | First Visit

Valuables	Enemies
4/32: $3,000	Jackal Thug × 4
5/32: $3,000	Heavy Jackal × 1



Head under the Wild West Wear sign, and shoot the Jackal Thug as he runs from right to left, beginning combat as you emerge into a sandy thoroughfare and begin to battle five Jackals. Move into the open for the fight with the Heavy so that you aren't pinned.



After combat is over, begin a scavenge for more cash; there's a large number of coins in all the crates and other scenery here. When you've inspected the area for additional assets, move toward the U.S. Marshal building at the far (north) end of the thoroughfare and head inside, but not before you secure two more Sheriff Stars.



Sheriff Star #4: On the large Sheriff sign above and left of the U.S. Marshal building at the far (north) end of the Wild West thoroughfare.



Sheriff Star #5: Stand on the porch of the U.S. Marshal building in the Wild West thoroughfare and turn 120 degrees to your right (face southeast). The easily missed star is on an upper balcony, near a telegraph pole.

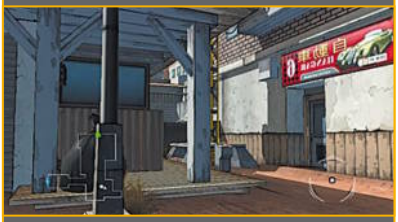
ADDITIONAL ASSETS



Item: Wanted Poster 4/10
Related Objective: Find the Wanted Posters
Accessible Now? Yes
Slice or shoot the poster on the left (west) wall of the Wild West thoroughfare, near some trash bags and a crate.

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ADDITIONAL ASSETS



Item: Comm Tower 3/6
Related Objective: Activate All the Comm Towers
Accessible Now? No
The third small comm tower stands in the southeast corner of the Wild West thoroughfare.



Item: Katakara Squad 2/3
Related Objective: Defeat Katakara Squads
Accessible Now? No
A full complement of Katakara foes are here if you return to this location much later in the adventure to fulfill an optional objective.

LOCATION #5: U.S. MARSHAL OFFICE (INTERIOR) | First Visit

Techniques and Upgrades	Cost ($$$)
Kusagari Power: The Tiger	Free
.357 Longarm Upgrade: Reload Speed II	$15,000
.357 Longarm Upgrade: Rate of Fire II	$15,000
.357 Longarm Upgrade: Accuracy II	$15,000
.357 Longarm Ammo Upgrade: Ammo IV	$30,000
.357 Longarm Ammo Upgrade: Ammo V	$60,000
Twin-Barrel Upgrade: Reload Time II	$18,000
Twin-Barrel Upgrade: Rate of Fire II	$18,000
Twin-Barrel Upgrade: Shot Density II	$18,000
Twin-Barrel Ammo Upgrade: Ammo III	$22,000
Twin-Barrel Ammo Upgrade: Ammo IV	$38,000
New Weapon: Johnnygun	$95,000
Johnnygun Upgrade: Magazine Size I	$15,000
Johnnygun Upgrade: Rate of Fire I	$15,000
Johnnygun Upgrade: Accuracy I	$15,000
Johnnygun Ammo Upgrade: Ammo I	$12,000

NOTE

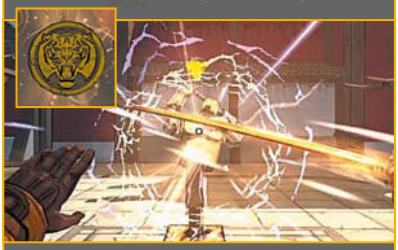
Previously available weapon upgrades can also be purchased here.



As soon as you enter the office, Judd tells you the enemies are holed up around the Kusagari Tower, and he reckons a clan war is brewing! Jian is "out back," waiting for you. Head there immediately; you can upgrade your guns afterward. Jian agrees to teach you the way of The Tiger power.

NEW OBJECTIVE:
TRAIN WITH JIAN

TRAINING WITH JIAN: THE TIGER



Remember the following when attempting this technique:

- Use The Tiger to counter attacks. Approach your target, or have one about to attack you.
- Hold Ⓐ, then shake the Nunchuk and Wii Remote at the same time to perform The Tiger.
- This is a defensive power, but it is incredibly useful; it blocks all sword strikes, including those of powerful bosses!
- This is the ultimate parry; upgrade it when you can, and practice it from this point on!

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TRAINING WITH JIAN: THE TIGER (CONTINUED)

- Wait until a foe is about to strike, then execute The Tiger as a counter.
- The countered enemy is defenseless for a few seconds; attack with strong swings or your preferred combo!
- The Tiger can counter any attack.

NEW OBJECTIVE: TAKE A NEW MISSION

NOTE

You can now purchase new upgrades at Judd's weapons store, located in this building. If you can't afford all the upgrades, buy the useful Johnnygun and upgrade your .357 Longarm. Remember; you can purchase ammunition here, too! Don't forget to return and buy more of these upgrades throughout your time in this stage.

NOTE

Remember! The upgrades that were available in stage 3 (Jackals) are also available. In fact, most must be purchased before these new upgrades are available.

Now that you've upgraded your weapons, move to the mission wall and secure two new objectives; there's a Jackal pack to defeat before they force their way into Tamiko's new hideout, as well as some Wanted posters to remove. You've been shooting them so far, right? Take the objectives and leave.

NEW OBJECTIVE: SECURE TAMIKO'S HIDEOUT

NEW OBJECTIVE: FIND THE WANTED POSTERS (OPTIONAL)

OPTIONAL OBJECTIVE: FIND THE WANTED POSTERS

Objective Complete: $8,000

This table provides a complete list of all ten locations where you'll find Wanted posters. When you're given this objective, you're likely to have destroyed three of the ten posters already. Note that some Wanted posters are only available much farther into this stage. The continuing walkthrough and location maps reference where each poster is. You have until you reach a point of no return to shoot or slice them all.

Wanted Poster #	Location #	Description
1	1	Shoot the Wanted poster on the corner of the storage building on the right of the entrance road and storage area, between the locked doors to the Caldera gold.
2	2	Shoot the Wanted poster that's just visible behind the group of crates and a barrel, on the upper entrance part of the rooftop.
3	3	Blast the poster by the mesh fence, near the western exit of the courtyard, by the dirt pile and small garage hut.
4	4	Slice or shoot the poster on the left (west) wall of the Wild West thoroughfare, near some trash bags and a crate.
5	6	Blast the poster in the small corner in the northern part of the gas station and storage depot street, opposite the small lone building.
6	7	Shoot or slice the poster near the crate in the northeast corner of the Kusagari gas tank storage area, near the northeast exit gate.
7	20	Shoot the Wanted poster by the lamppost in the southwest corner of Kusagari Square, by the steps down to Songan's casino.
8	21	Slice the bamboo and poster, or just shoot the Wanted poster on the left side of the dead-end alley to the north of the main Kusagari Town streets.
9	21	Difficult to spot, this is in front of a stone wall on the left (north) side of the last set of steps leading to the west exit of the main Kusagari Town streets.
10	22	At the base of the building on the left (west) as you enter the Kusagari dojo courtyard.

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NOTE

Wanted posters 1–6 are available in this initial set of locations. It's optimal to collect them before entering the Water Temple.

Wanted posters 7–10 are available once you breach the tower gate.

LOCATION #4: WILD WEST THOROUGHFARE TO LOCATION #3: KUSAGARI TEMPLE ENTRANCE COURTYARD | Second Visit

Enemies

- Jackal Thug × 1
- Jackal Thug × 3



Exit back into the Wild West thoroughfare and try out The Tiger on a lone Jackal Thug. From this point, you should destroy the Wanted poster in this location if you haven't already and then move back the way you came, into the temple's entrance courtyard, and attack three more Jackal Thugs; try your weapon upgrades out as well as The Tiger, until you're comfortable with the timing or all three Jackals are defeated. Then move directly forward (west), to the small chamber with the comm tower on the balcony, and open the door underneath.

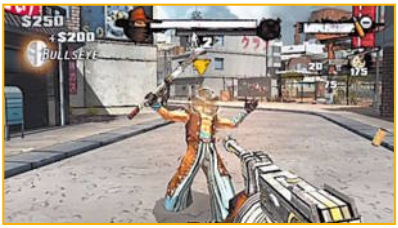
LOCATION #6: KUSAGARI GAS STATION AND STORAGE DEPOT | First Visit

Valuables

- 6/32: $3,000
- 7/32: $3,000

Enemies

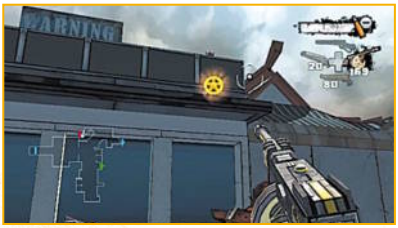
- Jackal Thug × 2
- Katakara Gunner × 1
- Jackal Thug × 2
- Katakara Gunner × 1



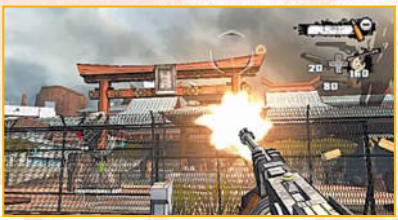
Head around the corner to a large paved street and bring the pain to three enemies; two Jackal Thugs and a Gunner. Check the left (southeast) shady corner of the street for a Wanted poster and then make a methodical sweep of the initial (north) end of the street for items of worth.



Move to this small building by the wire fence perimeter of the Water Temple entrance (currently closed). Smash the crates and swipe the bamboo to reach the hidden rear of the building, where a Sheriff Star and hatch doors to more Caldera gold await. Shoot any wall fans for more cash, then return to the street. Move along, looking right (west) and firing on a second Sheriff Star over the fence in the Water Temple entrance itself.



Sheriff Star #6: Cut through the crates and bamboo behind the small building in the northeast corner of the storage depot street: The star is on the lip of a roof to your right (north).



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Sheriff Star #7: Head down the storage depot street, looking toward the Water Temple entrance to the west. The star is atop the ceremonial archway, on the right side.



Continue to wander down the main street to the gas station; to the left (east) of it is a doorway. Head here when you've finished inspecting this location. If you fire on the explosive barrels near the parked gasoline truck, the explosion attracts three more foes: a Gunner and two Jackal Thugs. Hack them down, inspect the additional assets, then bash open and head out through the unlocked door.

TIP

If you're scavenging the area, be sure to smash the scenery you haven't seen before, such as the skull above the exit door.

ADDITIONAL ASSETS



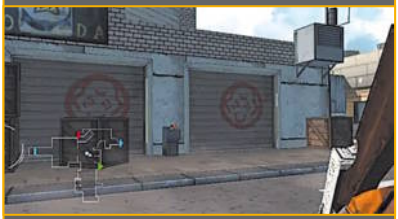
Item: Wanted Poster 5/10
Related Objective: Find the Wanted Posters
Accessible Now? Yes
Blast the poster in the small corner in the northern part of the gas station and storage depot street, opposite the small lone building.



Item: Caldera Gold Cache 4/8
Related Objective: Recover the Caldera Gold

ADDITIONAL ASSETS (CONTINUED)

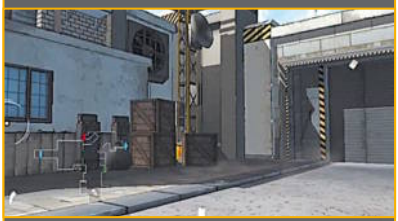
Accessible Now? No
There is a yellow switch near the hatches behind the small building in the northeast corner of the storage depot street near Sheriff Star #6.



Item: Caldera Gold Cache 5/8
Related Objective: Recover the Caldera Gold
Accessible Now? No
There is a yellow switch on the east side of the gas station and storage depot street, left of the eastern exit.



Item: Caldera Gold Cache 6/8
Related Objective: Recover the Caldera Gold
Accessible Now? No
There is a yellow switch on the west side of the main gas station and storage depot street, opposite the gas station itself.



Item: Comm Tower 4/6
Related Objective: Activate all the Comm Towers
Accessible Now? No
In the southeast corner of the main gas station and storage depot thoroughfare, the fourth small comm tower is partially hidden by crates.

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NOTE

There are no more Caldera gold cache locations or comm towers on this map. The rest are obtained once you have completed the water gardens.

LOCATION #7: KUSAGARI GAS TANK STORAGE AREA | First Visit

Valuables	Enemies
Objective Complete: $5,000	Alpha Jackal × 1
8/32: $3,000	Jackal Thug × 1
2/16: $5,000	Katakara Gunner × 3



Step into a roughly T-shaped area, with sandy ground and a band of five foes to tackle; they are to the right (south), banging on the door to Tamiko's new hideout by the flaming gas tanks. Shoot the Alpha (standing on the left side) first, so that the remaining foes are less aggressive. Attack with your preferred combat plans, and watch for the last two Gunners appearing in the east–west thoroughfare leading to the locked gate to the east. This completes your critical objective, and you can visit Tamiko once you've cleaned the area of cash, collectibles, and a Wanted poster.

NEW OBJECTIVE:
SPEAK WITH TAMIKO



Sheriff Star #8: A star floats atop the giant water tank that stands in the southeast corner of Kusagari gas tank storage area, left of the flaming tanks.



Token #2: In the far southeast corner of the Kusagari gas tank storage area, access a Token under the giant water tank, partially obscured by crates.

ADDITIONAL ASSETS



Item: Wanted Poster 6/10
Related Objective: Find the Wanted Posters
Accessible Now? Yes
Shoot or slice the poster near the crate in the northeast corner of the Kusagari gas tank storage area, near the northeast exit gate.



Item: Katakara Squad 3/3
Related Objective: Defeat Katakara Squads
Accessible Now? No
A full complement of Katakara are here if you opt to return to this location much later into the adventure.

NOTE

There are no more Wanted posters or Katakara Squads on this map. The rest are obtained once you have completed the water gardens.

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LOCATION #8: TAMIKO'S LOWER CALDERA HIDEOUT (INTERIOR)

First Visit

Techniques and Upgrades	Cost ($$$)
Kusagari Power: The Eagle: Damage Upgrade I	$10,000
Kusagari Power: The Tiger Upgrade: Protect Time I	$10,000
Kusagari Power: The Tiger Upgrade: Force I	$10,000
Katana Upgrade: Damage Upgrade III	$10,000
Hidden Strikes: The Shot	$18,000
Hidden Strikes: The Matador	$22,000



Speak with Tamiko, who brings you up to speed with enemy movements before telling you to train with Jian outside, to the rear of the building. Additional countering techniques are to be learned!

NEW OBJECTIVE: TRAIN WITH JIAN

TRAINING WITH JIAN: COUNTERING ENEMY DEFENSES—ENEMY DIRECTIONAL GUARD

Remember the following when attempting these techniques:

BREAKING A VERTICAL BLOCK



- Enemies holding their weapons vertically will block horizontal attacks that you attempt.
- Instead, you should execute a vertical attack; swing parallel to the weapon the enemy is holding to counter this block.
- A vertical attack is a swing down, and it will break a foe's vertical block.

BREAKING A HORIZONTAL BLOCK



- Enemies holding their weapons horizontally will block vertical attacks that you attempt.
- Instead, you should execute a horizontal attack; swing parallel to the weapon the enemy is holding to counter this block.
- A horizontal attack is a swing left to right or right to left, and it will break a foe's horizontal block.

GUARD BREAK



- Even the most well-defended enemies, such as this dummy blocking with two weapons, can have their block broken.
- Three strong attacks in a row can break an enemy's guard. Swing wide!

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NEW OBJECTIVE: TAKE A NEW MISSION

NOTE

You can now purchase new upgrades at Jian's forge, located in this building. You should buy all the upgrades here. Don't forget to return and buy more of these upgrades throughout your time in this stage.

KATANA UPGRADE: DAMAGE UPGRADE III ($35,000)



Strop the length of the blade with rottenstone, red iron, and nanoferrous polymers. This increases Katana damage by 120 percent (total) compared to normal, and 40 percent compared to Upgrade II.

TRAINING WITH JIAN: THE SHOT ($18,000)



This power is a quick and precise shot combined with a dash movement. Remember the following when attempting this technique:

- Combine two basic moves to trigger The Shot: Dodge (Ⓐ), then press Ⓑ.
- You can knock enemies to their knees with The Shot and then finish them when you see the swing finisher indicator.
- The Shot plus a horizontal swing finisher is a kneeling combo.
- When you see the stab finisher indicator, use The Shot to finish enemies.
- You can use The Shot with any gun.
- This is a great and quick finisher, although it does use up bullets, which is its major drawback.

TRAINING WITH JIAN: THE MATADOR ($22,000)



- The Matador is a combination of dodging and slashing that allows the player to quickly attack behind an enemy's back. Remember the following when attempting this technique:
- To trigger The Matador, dodge left (◀ + Ⓐ) or right (▶ + Ⓐ), then swing horizontally.
- You can stun enemies with The Matador and then finish them.
- The Matador plus a stab finisher is a stun combo.
- The Matador can also be a finisher.
- When you see the horizontal swing finisher indicator, use The Matador to finish enemies.
- This is an excellent attack, particularly useful for taking down foes with exposed backs, such as Chaingunners and Heavy Jackals.

With the training over, take a mental note that this is the place to return to if you haven't enough cash to purchase all the previous upgrades. Check the mission wall for two new objectives, then leave the way you arrived.

NEW OBJECTIVE:
ACTIVATE THE COMM TOWER

NEW OBJECTIVE:
RECOVER THE CALDERA GOLD (OPTIONAL)

You should now have three active objectives (Activate the Comm Tower, Recover the Caldera Gold, and Find the Wanted Posters).

OPTIONAL OBJECTIVE:
RECOVER THE CALDERA GOLD

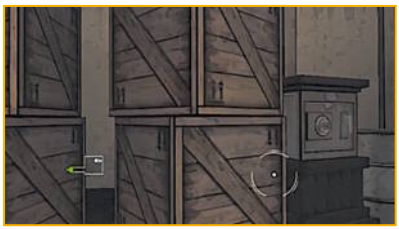
Valuables

Objective Complete: $7,000
3/16: $5,00
4/16: $5,000
1/9: $3,000
2/9: $3,000

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This table lists all eight caches where you'll find Caldera gold treasure troves. The first six storage caches can be opened and ransacked now, or after you enter the tower area. The walkthrough and location maps give pictures and reference where each cache is. You have until you reach a point of no return to gather them all:

Caldera Gold Cache #	Location #	Description
1	1	A yellow switch near the eastern garage opens the door, allowing access to a trove of treasure.
2	1	There is a yellow switch near a pair of metal shutter doors that lead into a subterranean storage area and treasure.
3	1	A yellow switch in the northeast path, near the stairs to exit location #1, allows access to a garage of treasure.
4	6	There is a yellow switch near the hatches behind the small building in the northeast corner of the storage depot street near Sheriff Star #6.
5	6	There is a yellow switch on the east side of the gas station and storage depot street, left of the eastern exit.
6	6	There is a yellow switch on the west side of the gas station and storage depot street, opposite the gas station itself.
7	21	There is a yellow switch and a pair of hatch doors at the end of the dead-end alley to the north of the main Kusagari Town streets.
8	21	There is a yellow switch and hatch around the corner of the southern dead-end alley, through the bamboo, to the south of the main Kusagari Town streets.



Safe #1: In the subterranean treasure trove below the hatches of cache #2 is a Safe.



Safe #2: In the subterranean treasure trove below the hatches of cache #4 is another Safe.



Token #3: Look inside Caldera storage cache #3 (Lower Caldera entrance road and storage area) for a Token.



Token #4: Inside Caldera storage cache #5 (Kusagari gas station and storage depot) is a Token.

NOTE

Caches 1–6 are available in this initial set of locations. It's optimal to collect them before entering the Water Temple.

Caches 7–8 are available once you breach the tower gate.

TIP

Unlock caches 1–6 (so you don't forget them later!) once you receive the "Activate All the Comm Towers" objective, which occurs next.

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LOCATION #7: KUSAGARI GAS TANK STORAGE AREA | Second Visit

Enemies

Jackal Thug × 1



Leave Tamiko's second hideout and test your new skills out on an incoming Jackal Thug. When you slay him, you have a choice of exits; the western door allows access back to Location #6: Kusagari Gas Station and Storage Depot, where you can unlock Caldera gold caches #4 and #5, and claim Token #4. The newly unlocked east exit takes you back to the Kusagari Temple entrance courtyard (location #3), allowing you to return to location #1 and unlock Caldera gold caches #1–3. Hold off on the caches for now (you want to wait until the "Activate All the Comm Tower" objective is accessed, so there's minimal backtracking) and return to location #3.

LOCATION #3: KUSAGARI TEMPLE ENTRANCE COURTYARD | Third Visit

Valuables

Objective Complete: $3,000

Enemies

T-58 Drone × 4

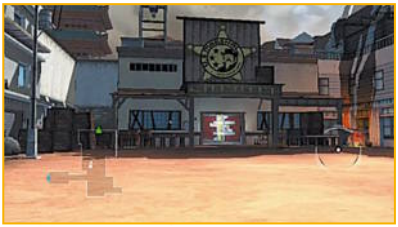
Katakara Soldier × 2



Move around into the large plaza and locate the massive main comm tower in the southeast corner, guarded by four Drones. Shoot them as they flash red so you don't waste bullets, then prepare for combat with two Katakara Soldiers. They block your gunshots, so launch each up with an Eagle, hammer them with The Guillotine, or parry and counter their swipes using techniques you favor or you've just learned. Then activate the comm tower.

NEW OBJECTIVE:
RETURN TO SHERIFF JUDD

LOCATION #4: WILD WEST THOROUGHFARE TO LOCATION #5: U.S. MARSHAL OFFICE (INTERIOR) | Third Visit (#4) and Second Visit (#5)



Leave location #3 via the eastern exit, moving down the steps and into the thoroughfare, which is suspiciously empty. Step into the U.S. Marshal Office, upgrade your weapons if you wish, and then study the mission wall. Two more objectives are now available.

NEW OBJECTIVE:
ENTER THE WATER GARDENS

NEW OBJECTIVE:
ACTIVATE ALL THE COMM TOWERS (OPTIONAL)

OPTIONAL OBJECTIVE:
ACTIVATE ALL THE COMM TOWERS

Objective Complete: $9,000

This table lists all six locations where you'll find a small comm tower. The first four can be activated now or after you enter the tower area. You have until you reach a point of no return to activate them all:

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Small Comm Tower #	Location #	Description
1	2	On the rooftop garage above the storage rooms with Caldera gold in them, this comm tower is located in the southwest corner.
2	3	On the rooftop of the small additional area adjacent to the western exit of the Temple Courtyard, near Sheriff Star #2, accessed via a small wall climb.
3	4	The third small comm tower stands in the southeast corner of the Wild West thoroughfare.
4	6	In the southeast corner of the main gas station and storage depot thoroughfare, the fourth small tower is partially hidden by crates.
5	20	Look for this comm tower in the northeast corner of Kusagari Square, to the right (east) of the raised drawbridge and massive metal burning torch.
6	22	This one is in the small yard filled with bamboo, on the west side of the Kusagari dojo courtyard.

OPTIONAL OBJECTIVES: BACKTRACK NOW!

Although you have another opportunity to complete portions of the three active optional objectives you have going on at the moment, it is an excellent plan to unlock all the assets for these objectives right now, before you enter the water gardens. The optimal path has already described the first time you can destroy the first six Wanted posters. To access the five available caches ("Recover the Caldera Gold") and comm towers ("Activate All the Comm Towers"), follow this route:

Location #5: U.S. Marshal Office (Interior) to Location #4: Wild West Thoroughfare
Comm tower #3 is here.

Location #4: Wild West Thoroughfare to Location #3: Kusagari Temple Entrance Courtyard
Comm tower #2 is here.

Location #3: Kusagari Temple Entrance Courtyard to Location #2: Storage Garage Rooftop
Comm tower #1 is here.

Location #2: Storage Garage Rooftop to Location #1: Lower Caldera Entrance Road and Storage Area
Caldera gold caches #1, #2, and #3 are here.

Location #1: Lower Caldera Entrance Road and Storage Area to Location #7: Kusagari Gas Tank Storage Area
There are no comm towers or caches here; this is a quick route to...

Location #6: Kusagari Gas Station and Storage Depot
Caldera gold caches #4, #5, and #6 are here, as well as comm tower #4.

TIP

Check your Objective Missions in the game menu. For optimal planning, make sure six Wanted posters, six caches, and four comm towers are listed as complete.

LOCATION #6: KUSAGARI GAS STATION AND STORAGE DEPOT

Second Visit

Enemies

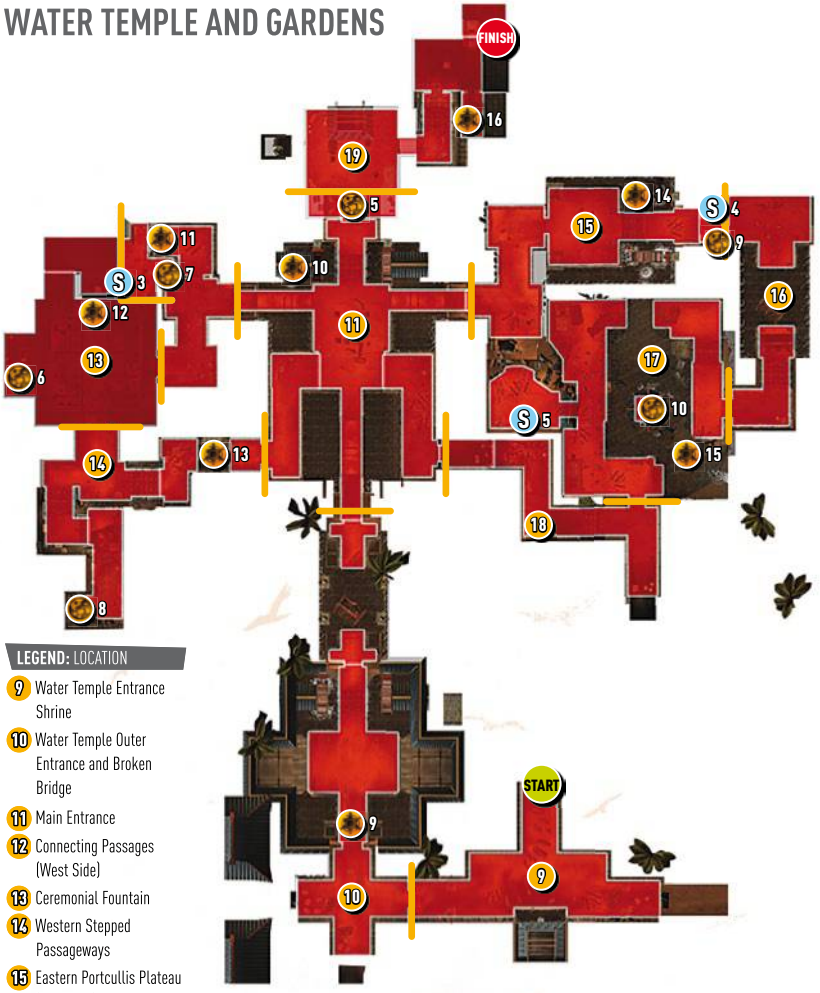
- Jackal Thug × 5
- Alpha Jackal × 1
- Katakara Gunner × 5



Phew! Now that you're done (for now) with all of the optional objectives and collectibles, you can set about entering the Water Temple. After you check with Sheriff Judd, the gate in this location is now unlocked, so hit the switch and prepare for mass combat! Begin by fighting three Jackal Thugs and an Alpha. Then attack two Gunners, two more Jackal Thugs, and finally three Gunners. They descend in these groups to the left (south) and right (north) walls. Use the archway support columns as cover if you're being badly hit. When combat is over, move forward (west) to the water gardens door and enter.

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WATER TEMPLE AND GARDENS



LEGEND: LOCATION

- 9 Water Temple Entrance Shrine
- 10 Water Temple Outer Entrance and Broken Bridge
- 11 Main Entrance
- 12 Connecting Passages (West Side)
- 13 Ceremonial Fountain
- 14 Western Stepped Passageways
- 15 Eastern Portcullis Plateau (Damaged)
- 16 Eastern Ceremonial Bridge (Damaged)
- 17 Weeping Garden
- 18 Eastern Stepped Passageways
- 19 Kusagari Gate Control and Gate Interior

LOCATION #9: WATER TEMPLE ENTRANCE SHRINE | First Visit

Enemies

Heavy Jackal × 1

NEW OBJECTIVE:
EXPLORE THE WATER GARDENS



Open the doors and enter the suspiciously peaceful entrance area, with a small water shrine in front (south) of you. The tranquility is tempered somewhat when you attempt to head to the only exit door to the right (west); a Heavy Jackal

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crashes through. Back up to the middle of the chamber so you can dodge around him and attack from behind. Afterward, collect the ammunition and any other items; you don't return here.

LOCATIONS #10A AND #10B: WATER TEMPLE OUTER ENTRANCE AND BROKEN BRIDGE | First Visit

Valuables

9/32: $3,000

Enemies

Jackal Thug × 2

Katakara Soldier × 1



Push the door open and enter a grand entrance courtyard with three guards; shoot one in the head and slice the remaining two. It seems two water wheels are holding up the gate ahead. Move through into the next chamber, but not before you spin around and look behind you (south) to snag a Sheriff Star. Then pull the stone lever in front of the right (east) water wheel; water pours out of a chute, opening the main portcullis in front of you. Move into a narrow passage consisting of a broken bridge. Leap it and open the door opposite. You don't return to these chambers either, so remember that star!



Sheriff Star #9: Grab the star on the roof of the southern temple entrance (behind and above you) in the Water Temple's outer entrance.

LOCATION #11: MAIN ENTRANCE

First Visit

Valuables

10/32: $3,000

5/16: $5,000



A larger and more impressive entrance, a little like the previous location, greets you. However, there is no water flowing from the chutes to turn the water wheels and open the portcullis in front of you. The levers to operate the water are above and to your left and right. This means investigating both of the side entrance doors to find a way to reach the levers. This can be done in any order you like (we went left). Before embarking on this mission, check the machinery near the left wheel for a Sheriff Star and climb the actual portcullis blocking your path; there's a hidden balcony with a load of ammunition in here, as well as a Token.



Sheriff Star #10: Hiding behind the left water wheel machinery in the Water Temple's main entrance is a star.



Token #5: Find a Token above the main portcullis blocking your way in the main entrance.

NEW OBJECTIVE:
ACTIVATE THE WATER WHEELS (2)

LOCATION #12: CONNECTING PASSAGES (WEST SIDE) | First Visit

Valuables

11/32: $3,000

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Step through into a T junction and look to the right. A path and a crushed staircase are blocked by fallen rocks (and are accessed from location #13), but that shouldn't stop you from opening chests, collecting cash, and shooting another star. Then spin around and head left (south), moving to the door and opening it.



Sheriff Star #11: In the broken section of roof on the right path, in the Water Temple's west-side connecting passages, floats a star.

LOCATION #13: CEREMONIAL FOUNTAIN | First Visit

Valuables

- 12/32: $3,000
- 6/16: $5,000

Enemies

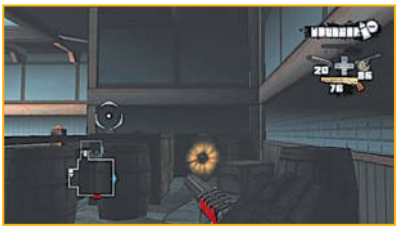
- Heavy Jackal × 1
- Katakara Soldier × 3
- Katakara Gunner × 1



The moment you step into this ceremonial fountain chamber, a Heavy Jackal smashes the fish fountain itself, sending water mist everywhere and making enemies more difficult to spot; you must rely on your yellow arrow targeting (Z). Take down the Heavy with dodging and rear strikes, then execute four Katakara quickly, ideally using The Guillotine or The Eagle, or another favored maneuver, which can include headshots. Then check the roof for a Sheriff Star and hop over the side wall to the west to secure a Token.



Sheriff Star #12: Look high in the rafters above the north side of the ceremonial fountain.



Token #6: Among the crates and barrels over the small wall in the west area of the ceremonial fountain is a Token.



Your progress is temporarily halted because the exit door can't be opened by banging on it, so head north to the raised window area overlooking the fountain. Locate the stone lever and pull it, opening the door directly ahead (south) of you. Exit, but not before you smash all the crates in the room for more cash and another exit.

LOCATION #12: CONNECTING PASSAGES (WEST SIDE) | Second Visit

Valuables

- 7/16: $5,000
- 3/9: $5,000

Smashing the crates on the east side of the raised window area of location #13 allows you to reach the top of the crushed staircase, back in this location. This is handy, as it allows you to crack open a Safe, find another Token, and open more chests before returning and exiting the fountain courtyard to the south.

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Token #7: Look behind the crop of bamboo at the top of the crushed stairs in the west-side connecting passages.



Safe #3: On the right side, search near the top of the crushed stairs in the connecting passages.

LOCATION #14: WESTERN STEPPED PASSAGEWAYS | First Visit

Valuables

13/32: $3,000

8/16: $5,000

Enemies

Katakara Gunner × 2



The moment you step out into this small sandy area, two Gunners leap down from the top of a stone set of steps ahead (south) of you. Be quick and you can shoot one or both explosive barrels nestled in their path, defeating them easily. Then head to the top of the steps where the Gunners came from and hack through a crop of bamboo to a dead end; however, there's a Token prize for heading here.



Token #8: Around the corner near fallen wood and stone, snag the Token behind the bamboo at the southern dead end of the western stepped passageways.

Head back down the steps and move down the other passageway, heading roughly eastward to the unlocked door at the far end. Don't forget to gaze behind you after you jump the gap!



Sheriff Star #13: Jump the eastern gap near the exit door of the western stepped passageways, turn, and look down the hole to find this star.

LOCATION #11: MAIN ENTRANCE

Second Visit

Enemies

Katakara Gunner × 3



The passageways connect back to the main entrance; fortunately, you appear on the balcony to the west, allowing you to access the stone lever, bringing water to the left wheel. Your objective updates; you only have the right wheel to turn, now. A portcullis drops down to your right, allowing you to fall to the main level, where combat begins. Slay the three Gunners easily (use the scenery in the middle as cover) before venturing off to the right (east) side of the temple.

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CAUTION

Whoa! Remember that the next time you head back in here, after pulling the second lever, the portcullis rises, so grab Token #5 and the ammunition if you haven't done already.

LOCATION #15: EASTERN PORTCULLIS PLATEAU (DAMAGED)

First Visit

Valuables

- 14/32: $3,000
- 9/16: $5,000
- 4/9: $3,000

Enemies

- Jackal Thug × 2



The eastern passageways are initially quiet; head north and turn right (east), attacking the two waiting guards at the portcullis plateau, above two damaged water wheels. Make short work of the foes, and then inspect the water wheels themselves. Ahead is a portcullis that is stuck in the open position. This means you can escape to the next chamber, but you can't collect the Token and Safe cash from the cubbyhole behind the portcullis. Instead, stop and look at the right water wheel. Shoot one of the explosive barrels, forcing the portcullis closed. Then climb the portcullis and access the collectibles. Don't forget the well-hidden Sheriff Star!



Sheriff Star #14: Inside the left (north) water wheel that is completely derelict, in the eastern portcullis plateau, is a Star.



Token #9: and Safe #4: These are both inside the portcullis cubbyhole, near the east exit of the eastern portcullis plateau.

LOCATION #16: EASTERN CEREMONIAL BRIDGE (DAMAGED)

First Visit

Enemies

- Katakara Gunner ×



Drop down from the portcullis cubbyhole and turn right (south), dropping the Gunner across the broken bridge span with a headshot (or leap across to finish him). Jump the gap, climb the steps, and exit around the corner after smashing some scenery for the cash content.

LOCATION #17: WEEPING GARDEN

First Visit

Valuables

- 15/32: $3,000
- 10/16: $5,000
- 5/9: $3,000

Enemies

- Jackal Thug × 2
- Katakara Gunner × 2
- Jackal Thug × 1
- Quickdraw Jackal × 1
- Quickdraw Jackal × 1

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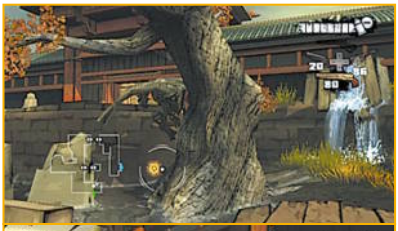
You appear at the top of the Weeping Garden. There's little time to admire the scenery, as waves of attackers head at you; the first are a pair of easily dispatched Jackal Thugs. Head down the steps, following the path around, and leap across the gap as two Gunners stride into view. Blast or slice them quickly; there are more foes to come! Storm into three long-range foes and a Jackal Thug at the exit door, cutting them down or firing on them so they immediately drop. Then inspect the collectibles in this garden.



Safe #5: In the dead-end western section of the Weeping Garden, with the crates and ammunition, lies a Safe.



Token #10: In the small ornate gazebo in the middle section of the Weeping Garden; leap the gap to reach it.



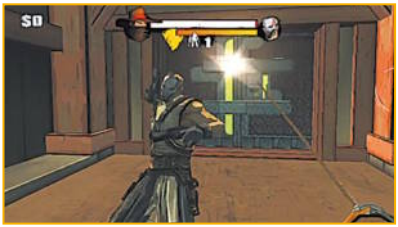


Sheriff Star #15: Inside a partially collapsed wall behind an old tree, left of the waterfall, in the Weeping Garden, floats a star.

LOCATION #18: EASTERN STEPPED PASSAGEWAYS | First Visit

Enemies

Quickdraw Jackal × 1



From the Weeping Garden, the exit back to the main entrance is straightforward; simply move along the stepped passageways, smashing scenery periodically, and then climb the earth wall at the far (west) end, readying yourself for a close encounter. Drop the Quickdraw Jackal and exit.

LOCATION #11: MAIN ENTRANCE

Third Visit

Enemies

Heavy Jackal × 2

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You appear on the raised balcony on the east side of the main entrance, which allows access to the second of the two stone levers. Pull this; the second water wheel begins to turn, and the exit portcullis finally grinds into life. Success! Drop to the ground and prepare for battle!



Two Heavy Jackals approach from opposite directions; move to engage one of them immediately, as you don't want to waste time fighting them both in the same place if you can help it. Dodge around and blast the X in each Heavy's back, and finish them off as soon as the indicator appears. When both are dropped, make a final sweep of the area (this is the last time you can grab collectibles, unless you want a long backtrack) and enter under the portcullis to the north.

NEW OBJECTIVE:
OPEN THE KUSAGARI GATE

LOCATION #19A: KUSAGARI GATE CONTROL | First Visit

Valuables

Objective Complete: $10,000

16/32: $3,000



Step under the now-open portcullis and ransack the chamber beyond, removing all of the cash from the crates and other scenery. Exit via the right (east) door, then climb the steps to the gate control lever. Give it a tug, and the gate is winched open, allowing you access deeper into the main temple. Excellent!

NEW OBJECTIVE:
FIND AN EXIT

Once the gate opens, check the in-game map for the green crosshairs showing the exit drop in the northeast corner. Wait! Don't drop down yet, as there's a fiendishly hidden Sheriff Star to snag! Then drop, and you appear at the temple gates in Location #3: Kusagari Temple Entrance Courtyard.



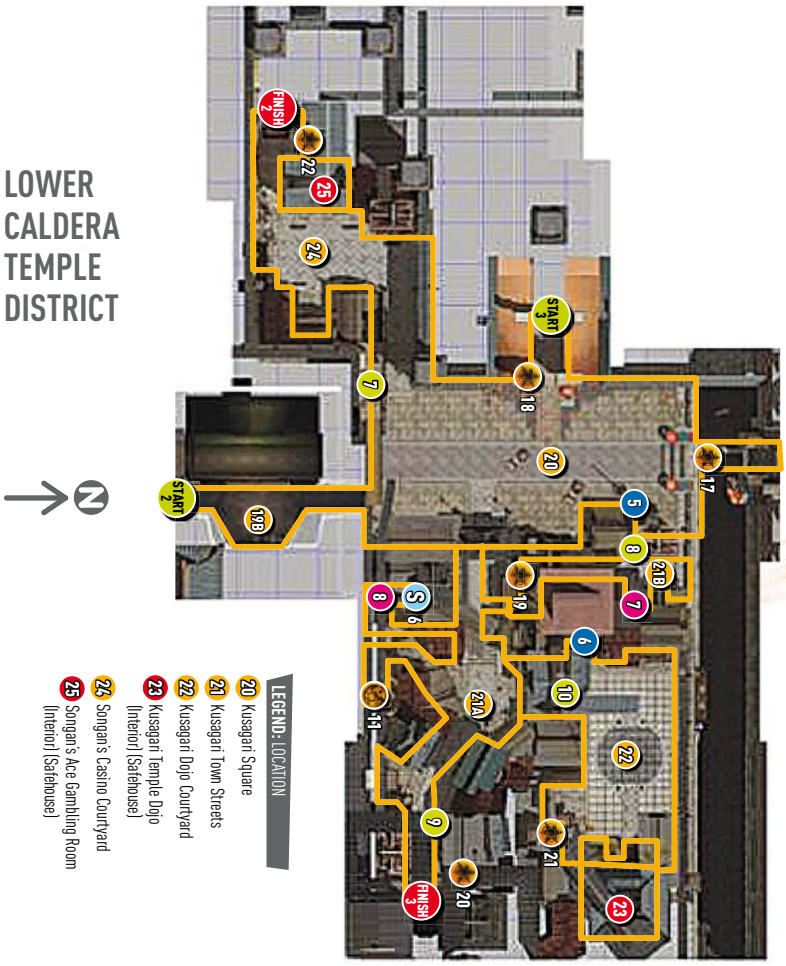
Sheriff Star #16: Peer through the lattice wall facing south at the Kusagari Gate; the star is just visible inside this tower.

NEW OBJECTIVE:
ENTER THE TEMPLE DISTRICT

NOTE

At this point, you can backtrack to complete any remaining objectives you haven't finished yet, although you have the option to return here later. Onward and inward!a

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LOCATION #3 TO LOCATION #19B: KUSAGARI GATE INTERIOR | First Visit

Enemies

T-58 Drone × 2



At the gate entrance, mow down two Drones and then enter the gate interior itself, which is a long chamber with some crates packed together on your right (east). Open the door and head into a second interior room, with an inaccessible glass partition on your left (west). Force open the door at the far end once the potted plants have felt your wrath!

LOCATION #20: KUSAGARI SQUARE

First Visit

Valuables

17/32: $3,000

18/32: $3,000

Enemies

Katakara Gunner × 2

Katakara Soldier × 2

Katakara Tank × 2

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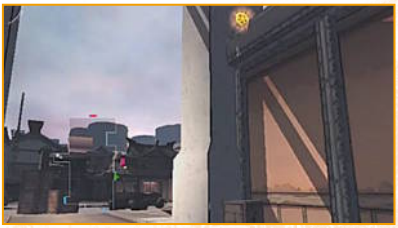
You don't have a chance to gaze at the sheer size of this stone square, as numerous foes are guarding the area, and they attack you with gunfire from range. You can shoot back, at either the foes' heads or nearby trucks. Move farther into the square and tackle two Soldiers quickly, because the two Tanks remaining have much heavier armor and are impervious to most gunfire. Launch them with an Eagle, or use strong attacks. As always, The Guillotine is a worthwhile strike to repeat. Now ransack the area; there are optional objective areas to check, a couple of Sheriff Stars, and an updated objective if you check the temple gate between the massive white stone archway, to the west (where Sheriff Star #18 is).

NEW OBJECTIVE:
FIND THE KUSAGARI TEMPLE DOJO

NEW OBJECTIVE:
ENTER THE KUSAGARI TEMPLE



Sheriff Star #17: Shoot the star on top of a burning truck down in the massive dry moat by the raised drawbridge north of Kusagari Square.



Sheriff Star #18: A star is behind the south column of the massive white archway, atop the wall leading to the temple, in Kusagari Square.

ADDITIONAL ASSETS



Item: Wanted Poster 7/10
Related Objective: Find the Wanted Posters
Accessible Now? Yes
Shoot the Wanted poster by the lamppost in the southwest corner of Kusagari Square, by the steps down to Songan's casino.



Item: Comm Tower 5/6
Related Objective: Activate All the Comm Towers
Accessible Now? Yes
In the northeast corner of Kusagari Square, right (east) of the raised drawbridge and massive metal burning torch, is the fifth comm tower.

LOCATIONS #21A AND #21B: KUSAGARI TOWN STREETS | First Visit

Valuables

Optional Objective Complete: $7,000
19/32: $3,000
20/32: $3,000
11/16: $5,000
S 6/9: $3,000

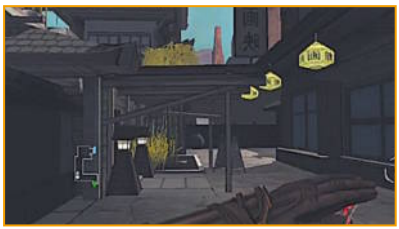
NOTE

You can investigate the casino area, but it isn't necessary at the moment

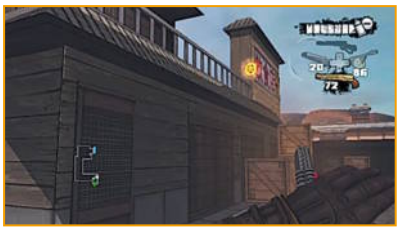
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Exit the square via the eastern doors, moving into a series of narrow streets, which you must search methodically; three optional objectives can be completed in these next two locations! Head forward a couple of steps until you reach the stone steps. Then turn left (north) or right (south). If you head north, smash the crates blocking your path and move into a narrow alley, leading to a secondary area (#21B).



Follow the alley and turn the left corner so you're facing west. Shoot the next Sheriff Star, then crack open some scenery before passing a building on your left with a patch of bamboo; your eighth Wanted poster is hiding here! Move to the end of this alley, where there's a pair of hatch doors to open; the seventh hidden Caldera gold cache is ready to be ransacked! Then return to the main street.



Sheriff Star #19: On top of a wooden wall in the dead-end alley to the north of the main Kusagari Town streets.

ADDITIONAL ASSETS



Item: Wanted Poster 8/10
Related Objective: Find the Wanted Posters
Accessible Now? Yes
Slice the bamboo and poster, or just shoot the Wanted poster on the left side of the dead-end alley to the north of the main Kusagari Town streets.



Item: Caldera Gold Cache 7/8
Related Objective: Recover the Caldera Gold
Accessible Now? Yes
There is a yellow switch along with a pair of hatch doors at the end of the dead-end alley to the north of the main Kusagari Town streets.



Move southward, across the base of the stone steps, into a second alley opposite the first, and hack through some bamboo. This is important, as the bamboo hides your final Caldera gold cache! Bring on the cash for another completed objective! Don't forget to search inside the cache room for a Safe.

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ADDITIONAL ASSETS



Item: Caldera Gold Cache 8/8
Related Objective: Recover the Caldera Gold
Accessible Now? Yes
Look for a yellow switch and hatch around the corner of the southern dead-end alley, through the bamboo, to the south of the main Kusagari Town streets.



Safe #6: This Safe is inside the eighth Caldera gold storage cache, at the end of the southern dead-end alley, through the bamboo, to the south of the main Kusagari Town streets.

Return to the main street and climb the first set of stone steps. Your reconnoiter continues at this crossroads; head right (south) into the small courtyard, smashing crates, moving around a small well, and hacking some bamboo to reach a Token at the dead-end. Then return to the main streets and move westward to the upper end of the street and locked red door. Here you can shoot another star and find your penultimate poster. Then retreat to the crossroads and take the street to the north.



Token #11: By the fallen stone lantern at the dead end, a Token is behind bamboo and crates, south of the crossroads on the main Kusagari Town streets.

ADDITIONAL ASSETS



Item: Wanted Poster 9/10
Related Objective: Find the Wanted Posters
Accessible Now? Yes
Difficult to spot, this poster is in front of a stone wall on the left (north) side of the last set of steps leading to the west exit of the main Kusagari Town streets.



Sheriff Star #20: Shoot the star on top of the last building on the left (north) before you reach the west exit of the main Kusagari Town streets.

LOCATION #22: KUSAGARI DOJO COURTYARD | First Visit

Valuables

Optional Objective Complete: $8,000

Optional Objective Complete: $9,000

21/32: $3,000



At the entrance to the courtyard, on the left (west) side by the building, is your final Wanted poster. Shoot this to complete the objective, and then make a clockwise search of this location. Continue to look left (west) until you spot a crop of bamboo to the left of a building. Cut through here into a small yard where your last comm tower is. That's a sizable cash haul for objective completion! Smash any

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scenery you like, then move into the courtyard, heading east to the Kusagari Temple dojo itself. When you reach the base of the steps, look to the right (south) for another Sheriff Star. Then enter the dojo.

ADDITIONAL ASSETS



Item: Wanted Poster 10/10
Related Objective: Find the Wanted Posters
Accessible Now? Yes
At the base of the building on the left (west) as you enter the Kusagari dojo courtyard is the last poster.



Item: Comm Tower 6/6
Related Objective: Activate All the Comm Towers
Accessible Now? Yes
Search out the last comm tower in the small yard filled with bamboo, on the west side of the Kusagari dojo courtyard.



Sheriff Star #21: On top of the cylindrical tank in the southeast corner of the Kusagari Temple courtyard is a star.

ADDITIONAL ASSETS



Item: Katakara Squad 1/3
Related Objective: Defeat Katakara Squads
Accessible Now? No
A full complement of Katakara enemies are here when you return to this location after visiting Jian in the dojo.

LOCATION #23: KUSAGARI TEMPLE DOJO | First Visit

Techniques and Upgrades	Cost ($$$)
Kusagari Power: The Eagle: Damage Upgrade I	$10,000
Kusagari Power: The Tiger Upgrade: Protect Time I	$10,000
Kusagari Power: The Tiger Upgrade: Force I	$10,000
Katana Upgrade: Damage Upgrade III	$10,000
Hidden Strikes: The Shot	$18,000
Hidden Strikes: The Matador	$22,000



You appear at the rear of the dojo, where a visibly angry Jian reveals you are the last of the Kusagari and the implement of destruction against those who destroyed your brethren. Head into the dojo and purchase any Kusagari power upgrades, Katana upgrades, or hidden strikes that you haven't bought yet. Don't empty your coffers, though; a man named Songan has some interesting wares to see soon, too! Now check the mission wall for your next two objectives.

NEW OBJECTIVE:
SPEAK WITH SONGAN

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NEW OBJECTIVE:
DEFEAT KATAKARA SQUADS (OPTIONAL)

OPTIONAL OBJECTIVE:
DEFEAT KATAKARA SQUADS

Objective Complete: $9,000

This table lists all three locations where you'll find a Katakara Squad to defeat. The first is mandatory, but the other two mean returning to the first sector. You have until you reach a point of no return to defeat all three.

Katakara Squad #	Location #
1	22
2	4
3	7

TIP

Backtrack now to fulfill optional objectives! This is the optimal time to defeat all three squads.

KATAKARA SQUAD 1/3



Katakara Soldier × 3

Katakara Tank × 2

Step back into the Kusagari Temple courtyard, which has more than enough maneuvering room for you to unleash hell on a trio of Soldiers before turning your attention to the Tanks. Be sure you hit them with strong and quick attacks, parry their blades, and (if you're having problems) use The Guillotine or, better yet, The Eagle (foes can't hit you when you're pummeling them in the air). Afterward, move to squad #2 using this route: Location #22: Kusagari Dojo Courtyard; to Location #21: Kusagari Town Streets; to Location #20: Kusagari Square; to Location #19: Kusagari Gate Control. You're now heading back to the initial Lower Caldera Outer District. You arrive at Location #3: Kusagari Temple Entrance Courtyard. Move to Location #4: Wild West Thoroughfare to face squad #2.

KATAKARA SQUAD 2/3



Katakara Tank × 3

Alpha Jackal × 1

Katakara Soldier × 4

Begin the battle by exploding the trucks to wound the foes, then target the Alpha Jackal, as his summoning power causes aggression in other enemies. Then battle the Tanks before finally slaughtering the Soldiers. Afterward, move to squad #3 via this route: Location #4: Wild West Thoroughfare; to Location #3: Kusagari Temple Entrance Courtyard; to Location #7: Kusagari Gas Tank Storage Area.

KATAKARA SQUAD 3/3



Katakara Gunner × 7

Katakara Tank × 2

Katakara Soldier × 2

The trickiest combat of all occurs in location #7. Aside from the poor visibility thanks to the flaming gas canisters, there are five Gunners to quickly drop before turning your attention primarily to the Tanks. Then continue to target your nearest foes and quickly deal with them. Once the objective is complete, move back to Location #20: Kusagari Square.

TIP

Having problems defeating these hardened packs of foes? Then visit Songan and buy yourself some extra protection! See "Location #24: Songan's Casino Courtyard."

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LOCATION #24: SONGAN'S CASINO COURTYARD | First Visit

Valuables

22/32: $3,000

Enemies

Katakara Gunner × 3

Katakara Soldier × 1



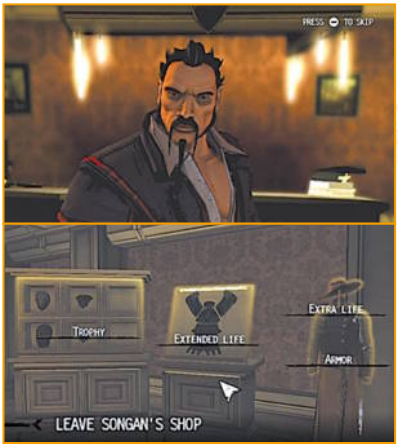
From location #20, move to the southwest corner, walk down the steps and around the corner, and face down a couple of Katakara foes; these shouldn't present much of a challenge if you've just slain the squads. Now thoroughly search the area, including the fence to the left of the casino entrance. There's an easy-to-miss star by the hatch you can't access yet, and it's better to shoot this star now, rather than later. Then enter the Ace Gambling Room.



Sheriff Star #22: Look halfway up the corner of a wall, 120 degrees right (northeast) of the entrance to the sewers, in the courtyard of Songan's casino.

LOCATION #25: SONGAN'S ACE GAMBLING ROOM | First Visit

Techniques and Upgrades	Cost ($$$)*
Songan's Trophies: Jackal	$12,000
Songan's Trophies: Jackal Elite	$15,000
Songan's Trophies: Katakara	$18,000
Songan's Trophies: Katakara Elite	$25,000
Extended Life: Kusagari Emblems (left arm)	$15,000
Extended Life: Kusagari Emblems (right arm)	$35,000
Extended Life: Kusagari Emblems (upper torso)	$50,000
Extended Life: Kusagari Emblems (lower torso)	$80,000
Extra Life: Ace of Spades	$15,000
Armor: Neck	$40,000
Armor: Right Arm	$25,000
Armor: Torso	$60,000
Armor: Left Arm	$15,000



A slightly suspicious-looking mustached man greets you warmly and introduces himself as an underworld contact named Songan. He has some impressive upgrades—for a price! When you've spoken to Songan, check out his shop and then the mission wall for your next objective, and leave the way you came in.

NOTE

You can now purchase trophies, life extensions, extra lives, and armor from Songan's shop, located in this building. Buy the extended life and armor first, and then the Katakara trophies (as Jackals shouldn't be causing too much of a problem). Don't forget to return and buy more of these upgrades throughout your time in this stage.

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TIP

These mask-like trophies are a good way to increase the chance of a successful finisher, as they increase the time window and keep foes dazed for longer. However, if you aren't having problems battling foes, save your funds for other upgrades. These are recommended, but not vital.

TIP

When you're considering buying emblems, extra lives, and armor, it is far better to pass on the Ace of Spades and use your cash to add armor and health to your health bar, because armor regenerates after each fight, and aces do not. Basically, aces can be a waste of cash because they are only used once. And if you fall in combat, you can always restart at the last save point!

NEW OBJECTIVE:
ENTER THE SEWERS

LOCATION #24: SONGAN'S CASINO COURTYARD | Second Visit

Enemies

Fireball Drone



Round the corner so you're at the wooden fence, slice it apart, and move across the grassy ground, watching out for a new menace: a floating ball of fire rising up from the now-open hatchway! You can't strike or shoot this, so simply dodge it and drop into the sewers. Now you know why it was easier to shoot the Sheriff Star earlier! However, the Drone won't kill you, so you can back up and wait for it to detonate, then shoot Sheriff Star #22. Either way, drop down the hatch.

TEMPLE SEWERS AND KUSAGARI TEMPLE BRIDGE CHAMBERS

LEGEND: LOCATION

26 Maintenance Tunnels
27 Sump Chamber
28 Heavy Jackal's Throne
29 Temple Training Courtyard
30 Temple Inner Courtyard
31 Desert Garden
32 Side Storage
33 Sword-Training Dojo
34 Dojo Shutter Control and Balcony
35 Temple Rooftops
36 Lower Command Center (Interior)
37 Bridge Command Center (Interior)
38 Bridge Machinery Controls (Interior)

LOCATION #26: MAINTENANCE TUNNELS | First Visit



The way back is locked, so drop down to the walkway between the pipes and move down the tunnel. Listen to the voices, but also stop and shoot the vents in the walls because they spill cash out. Follow the tunnels through a couple of barriers and around a corner, where a number of Jackals are guarding a giant sump area.

LOCATION #27: SUMP CHAMBER

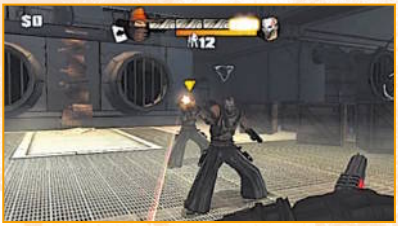
First Visit

Valuables

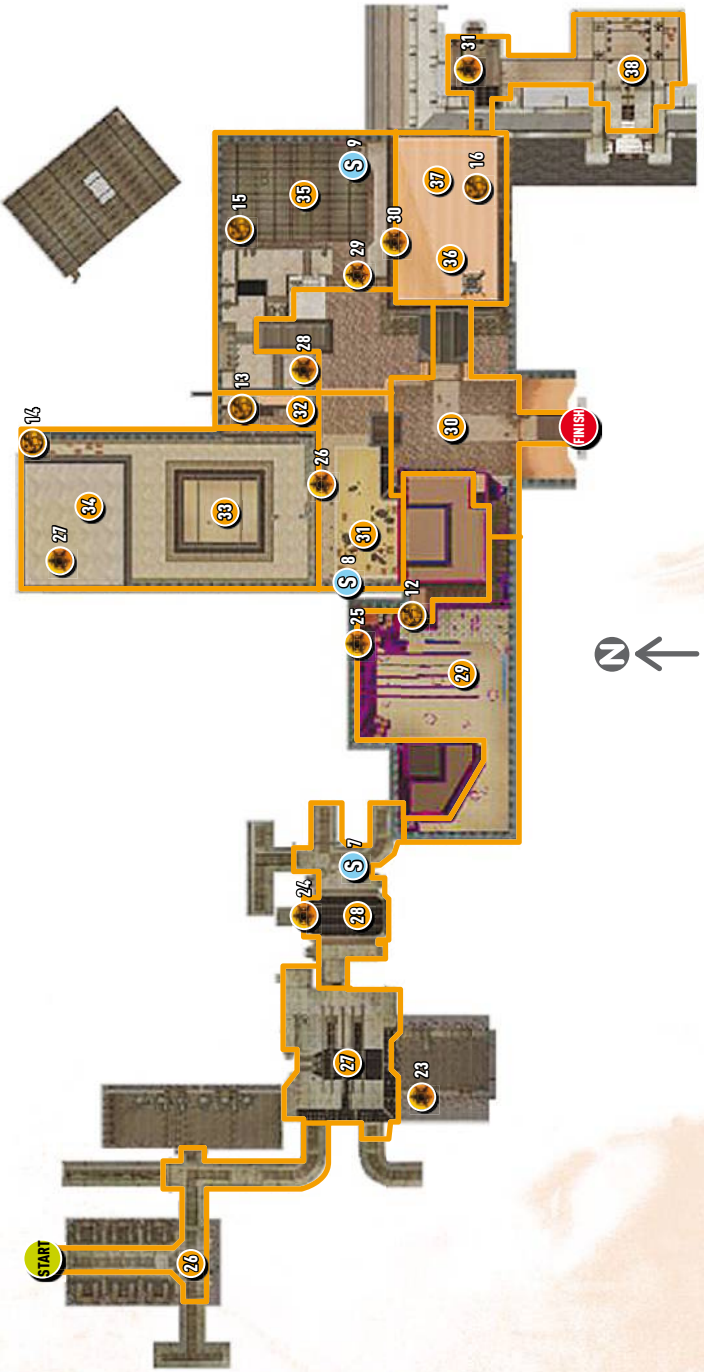
23/32: $3,000

Enemies

Quickdraw Jackal × 5
Jackal Thug × 7



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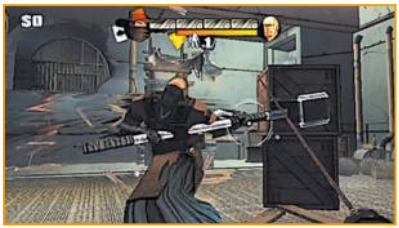
Although a total of 12 Jackals are roaming this area, they attack you in groups of three or four, allowing you to easily aim and perform headshots to deal with them quickly and effectively. However, this is the perfect opportunity to test out your new armor, so that you know when it falls off, as well as how much extra health you might have bought. Try out some finishers to increase the cash you're rewarded, too. Once combat is over, there's an easily spotted Sheriff Star to shoot and an exit to find: Head up the metal and wood climbing wall to the east, check the balcony for extra cash, then spin the wheel on the exit door.



Sheriff Star #23: In the temple sewer system's sump chamber, there's a star on a large inlet pipe to the southwest.

LOCATION #28: HEAVY JACKAL'S THRONE | First Visit

Valuables	Enemies
24/32: $3,000	Heavy Jackal × 1
7/9: $3,000	



Don't be surprised as an imposing Heavy Jackal steps down from his truck throne to bludgeon you with his immense hammer; target and dodge around him, watching you don't get stuck near the crate stacks (shoot these if they impede your movement, although they are good to hide behind, too). As usual when fighting Heavies, you need to dodge around and execute strong attacks to the rear. When the Heavy falls, search the room for a Safe and a cunningly hidden Sheriff Star. Then climb the wall and move through the exit tunnel, back up to the surface. Don't forget to shoot vents for cash on the way out.



Sheriff Star #24: A star floats in the air behind the grating dead end, to the west of the Heavy Jackal's throne room in the temple sewers.



Safe #7: Look in the southeast corner of the Heavy Jackal's throne room, in the temple sewers.

LOCATION #29: TEMPLE TRAINING COURTYARD | First Visit

Valuables	Enemies
25/32: $3,00	Katakara Gunner × 4
12/16: $5,000	Katakara Soldier × 2

NEW OBJECTIVE:
FIND THE COMMAND CENTER

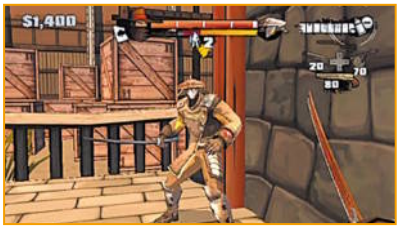


Your objective updates, but the command center is a number of chambers away, so move around the corner and out into the training courtyard with the barriers. It is easy to spot another Sheriff Star on a wooden watchtower, but shoot it only after you deal with the enemy threats: three Gunners and then another Gunner and two Soldiers. Use the barriers as cover if you wish. After the fight, there are some chests to open, a Token to claim, and an exit to the west, which leads to a small connecting corridor with a crate.

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Sheriff Star #25: Search on the wooden watchtower in the northeastern corner of the temple training courtyard.



Token #12: On ground level between a fence and a building on the east side of the temple training courtyard is a Token.

LOCATION #30: TEMPLE INNER COURTYARD | First Visit

Enemies

- Katakara Soldier × 4
- Katakara Tank × 1



Step into the temple structure's main inner courtyard, which is actually on the other side of Location #20: Kusagari Square. Shoot an incoming Soldier, then fight the rest at closer quarters, defeating them all so you can face a Tank in lone combat. This location is a conduit back to the Temple District of the city, so you'll return here on your way out. For the moment, the only exit is left (north) of where you entered.

LOCATION #31: DESERT GARDEN

First Visit

Valuables

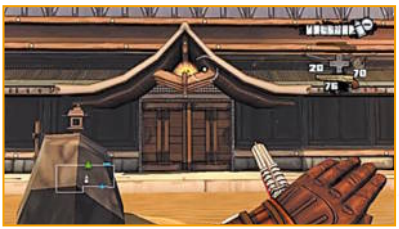
- 26/32: $3,000
- 8/9: $5,000

Enemies

- Mine Drone × 9



Head into the desert garden on your left (west) and peer toward the far (west) end of this chamber: There's ammunition, a Safe, and chests to inspect, but only if you work your way through the floating Drone minefield. Don't waste your ammo on these foes; they aren't hostile until you near them, but you will take damage as they explode. Simply shrug this off, using only one route to and from the Safe, so you're not struck by all the Mine Drones. Your way forward is via the double doors with the covered gable (and star) in the middle of the north wall. But don't head there yet; there's a side door in the northeast corner behind the unbreakable large crate to investigate first.



Sheriff Star #26: Look inside the gable roof just above the northern exit door leading from the desert garden.



Safe #8: At the far (west) end of the desert garden, there's a Safe on a low ceremonial stone ledge with a red archway above it.

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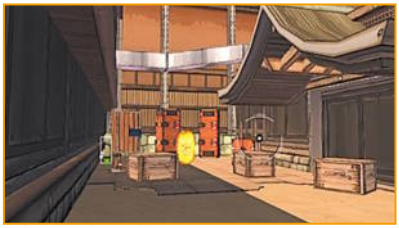
LOCATION #32: SIDE STORAGE

First Visit

Valuables

13/16: $5,000

This tiny, dead-end space, which has some ductwork above that you'll scramble over a little later into this expedition, has a load of ammunition, chests, and a Token to gather. Take what you need, return to the desert garden, then take the main exit north.



Token #13: A Token is surrounded by chests and ammunition crates at the end of the side storage dead-end chamber.

LOCATION #33: SWORD-TRAINING DOJO | First Visit

Valuables

27/32: $3,000

Enemies

- Armored Jackal × 2
- Katakara Soldier × 1
- Quickdraw Jackal × 2
- Katakara Tank × 2
- Quickdraw Jackal × 2



You appear in a small ornate corridor with a gap at the far (north) end. Smash the furniture for cash, then step out into the sword-training dojo courtyard itself, and bring your finest weapon skills to bear on two Armored Jackals and a Katakara Soldier. These are soon joined by two Quickdraws and two Katakara Tanks. Shoot the Quickdraws so you can concentrate on the Tanks, launching them and battering them in the air using The Eagle. Clear the room of scenic cash, then open the north door.



Move into a corridor and T junction, with a blocked area on your left. This is removed by hitting the yellow console switch at the terminal to your right (northeast). Step back and drop two Quickdraws as you move to the bottom of some steps. Climb them and open the door at the top, pausing only to shoot the well-hidden Sheriff Star.



Sheriff Star #27: Turn and look behind you halfway up the steps north of the sword-training dojo to find a star nestled on a ledge.

LOCATION #34: DOJO SHUTTER CONTROL AND BALCONY | First Visit

Valuables

14/16: $5,000

Enemies

- T-58 Drone × 1

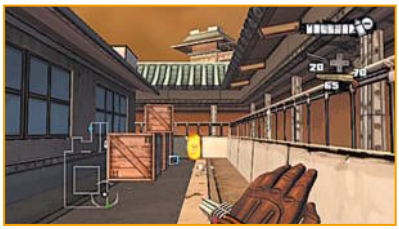


Step into a J-shaped corridor ending at another console with a large yellow switch. Clear the area of cash crates, and open the wall chest with sword swings. The switch opens two shutters to the left (south), allowing access (via Ⓐ) to an exterior balcony directly above the sword-training dojo courtyard.

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Investigate this square-shaped area, listening for the sound of a Drone carrying treasures across the map; shoot it to claim around $2,100. Then crash through the crates at the dead-end alley to the north to claim cash and a Token, before moving to the southern edge of the balcony and slicing through the duct support struts; sections of the ductwork fall, and you can gather around $4,000 just from this area alone. When you're done, move to the duct support strut in the southeast corner of the balcony and cut it. The falling duct creates a bridge, allowing you to cross.



Token #14: Look behind the crates at the end of the alleyway to the northeast of the dojo shutter control and balcony.

LOCATION #35: TEMPLE ROOFTOPS

First Visit

Valuables	Enemies
28/32: $3,000	Katakara Soldier × 2
29/32: $3,000	Katakara Gunner × 1
15/16: $5,000	
9/9: $3,000	



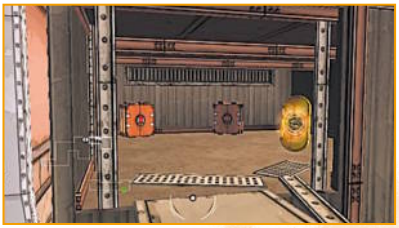
Move across the duct bridge; you're passing directly over Location #32: Side Storage. Step onto the other side just in time to face down three Katakara; take them down easily, but don't venture too far around the corner. There are three peach-colored vents that produce cash, as well as a Sheriff Star.



Sheriff Star #28: Easily missed, this is floating between two upper duct pieces, if you look south after crossing the duct bridge at the start of the temple rooftops.



Head around the corner, to the set of steps going both down and up. Step left, moving down the steps and cutting the wooden planks out of the way to reach a storage area with a Token and chests to scavenge. Then return and head up to the top of the steps, overlooking the rooftops and the command center area to the south. Move to the gap in the balcony, peer down to find a Sheriff Star, then leap the gap. Move eastward along the balcony attached to the side of the large building, but don't open the door yet; drop into the small storage compartment to find a Safe before climbing back up and exiting.



Token #15: Look behind the wooden planks in the storeroom with the chests, below the temple rooftops.

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Sheriff Star #29: There's a star on the edge of a roof gable below the gap you jump, on the balcony of the temple rooftops.



Safe #9: This is in a small storage compartment with other chests, in the southeast corner below the temple rooftops.

LOCATION #36: LOWER COMMAND CENTER (INTERIOR) | First Visit

Valuables	Enemies
30/32: $3,000	Katakara Soldier × 3
16/16: $5,000	Katakara Tank × 2



Enter the temple structure, round the corner to the left (south), and you're greeted by three Katakara Soldiers checking screens at the command center consoles. Shoot the nearest one in the head so the others have more distance to travel to reach you, before decimating them all.

NOTE

Remember that even the seats can be shot or slashed for cash!



Move down the stairs to the lower area and watch the elevator across from you descend; two Tanks stride out, but the wide combat area means these two shouldn't be too much trouble. Bring them down before conducting a search of the premises; there's a door to your left (west), which you'll return to later. Shoot the Sheriff Star on the elevator, collect the Token and smash some cash crates, and then activate the elevator itself, riding it up to the next floor, where your objective updates.



Sheriff Star #30: A star hovers on the left elevator support column, inside the lower command center.



Token #16: In a corner of the lower covered section opposite the elevator inside the lower command center is a Token.

LOCATION #37: BRIDGE COMMAND CENTER (INTERIOR) | First Visit

Enemies
Katakara Soldier × 2
Katakara Gunner × 1

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NEW OBJECTIVE:
LOWER THE DRAWBRIDGE



Exit the elevator, and then spend a few moments smashing the items on the shelving around the command table before moving up to the raised southern section and locating the bridge control switch. The good news is that the bridge begins to descend. The bad news is that your enemy has disabled the controls, so it stops descending! You need to find another way to lower this bridge! This is achieved by heading out of this room via the yellow door to the southeast.

NOTE

There's a wall chest adjacent to the elevator that's easy to miss. Don't forget to hack it open!

NEW OBJECTIVE:
CUT THE ROPE

LOCATION #38: BRIDGE MACHINERY CONTROLS (INTERIOR) | First Visit

Valuables

Objective Complete $20,000

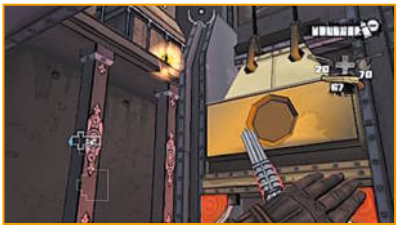
31/32: $3,000

Enemies

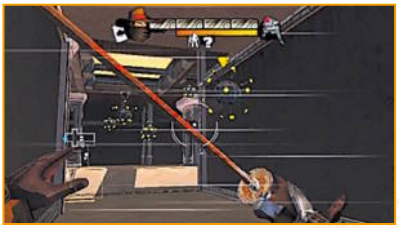
T-60 Drone × 6



Move into the elevator inside the cross-shaped chamber (not the elevator you just used) and aim at the red catchment brakes on the opposite wall. When both are destroyed, this elevator shoots to the upper area. Do this only after you aim at and snag the last Sheriff Star in this particular locale.



Sheriff Star #31: Stand in the elevator before shooting out the catchment brakes, inside the bridge machinery area, and shoot the star on the ledge above and left (north).



The elevator races to the top of the shaft and then breaks. Disembark, blast open a few chests, and then move south and engage six Drones as they float down from above. Shoot them or dodge them as they charge you. Then clear this upper area of crates and cash before moving to the southwestern area, where the two sets of bridge ropes are. Use your blade to cut them both. The bridge immediately slams into the ground below. Return to the elevator shaft and drop down via the climbable wall section, then leave the same way you came in.

NEW OBJECTIVE:
ESCAPE!

LOCATION #37: BRIDGE COMMAND CENTER (INTERIOR) TO LOCATION #36: LOWER COMMAND CENTER (INTERIOR) | Second Visit



Sprint into the command center and move to the elevator,

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flicking the switch and descending to the lower command center area where you fought those two Tanks. Exit via the now-unlocked door to the west.

LOCATION #30: TEMPLE INNER COURTYARD | Second Visit

Enemies

- Katakara Gunner × 4
- Katakara Soldier × 3
- Katakara Tank × 1
- Katakara Gunner × 1
- Katakara Soldier × 1
- Katakara Tank × 2



You appear at the top of a large set of steps leading down to a gate. This is actually part of the temple's inner courtyard, but you're on the other side of the eastern gate. Choose a preferred gun, descend to the glowing lever, and pull it back, readying yourself for combat. This is extremely dangerous, so be prepared for a lengthy battle! As the gate opens, you encounter four Gunners. Drop each one quickly with a headshot.

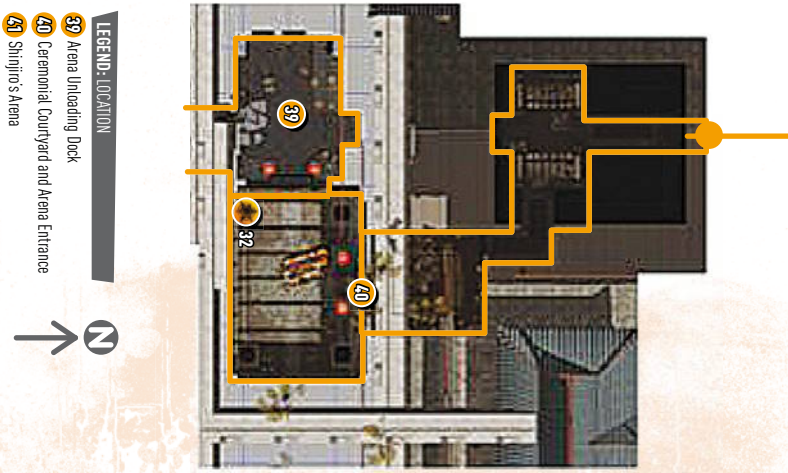


Combat continues with the arrival of three Soldiers and a Tank; this is the perfect time to launch foes skyward with The Eagle or effectively block them with The Tiger before countering them with some vicious strong attacks. Don't waste time, as combat isn't quite over yet! Once the eighth foe falls, you only have a brief respite; four more Katakara appear as the southern gate opens! Shoot the Gunner first, then perform the same combat techniques on the two Tanks and Soldier; The Guillotine is another option if you're having problems. When combat is over, leave via the south exit. You appear in Location #20: Kusagari Square. The bridge you cut down is to the north. Head there now.

TIP

Are you ready for a one-on-one battle with the entity in charge of the Katakara in this sector? If not, head back to the Kusagari dojo, U.S. Marshal building, or Songan's casino and purchase more power upgrades!

SHINJIRO'S ARENA



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LOCATION #39: ARENA UNLOADING DOCK | First Visit



This is the location you're looking for; the lowered bridge at the north end of Kusagari Square.



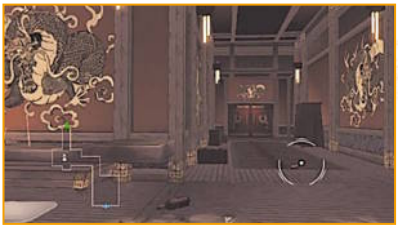
Hammer the yellow switches on the outer and inner doorways, and move into an unloading dock. There are trucks to explode, scenery to smash, and Shinjiro to listen to before you open up the doors on the right (east) side of this chamber. Once you're in the next chamber, the objective updates.

LOCATIONS #40A AND #40B: CEREMONIAL COURTYARD AND ARENA ENTRANCE | First Visit

Valuables

32/32: $3,000

NEW OBJECTIVE:
FIND SHINJIRO



Step through into a burning ceremonial courtyard, with a Sheriff Star tucked away for you to find. While Shinjiro verbally lashes out at you, scramble through the wreckage, collecting scenic cash as you go, and moving into the arena entrance corridors. Follow them, making sure you've gathered as much extra cash (and ammunition) as possible before pushing open the doors to the north.



Sheriff Star #32: A star nestled on a ledge above a large cauldron in the southwest corner of Shinjiro's ceremonial courtyard.

LOCATION #41: SHINJIRO'S ARENA

First Visit

Enemies

Boss: Shinjiro

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BOSS BATTLE: SHINJIRO



Head down the steps and begin a fierce battle with Shinjiro—leader of the enemies you have cut down and perpetrator of the horrors visited upon your clan! He usually begins by throwing a large orange gout of fire at you; immediately dodge to the side to avoid being struck by this damaging projectile, and understand that an offensive posture is not always the preferred way to play.



Defensive techniques are the key to effectively nullifying Shinjiro's impatient viciousness. As you close, Shinjiro will dart and strike you multiple times. However, if you quickly parry all these attacks and then anticipate them with The Tiger power, you can stop him easily. While he recovers from The Tiger, you can immediately launch a vicious series of strong attacks, or shots from your most upgraded weapon.



If Shinjiro charges, simply dodge around to the side and slash him before he regains his composure. However, The Tiger is your key to an easy victory, although Shinjiro begins a frantic final bout and catapults you up onto the rooftop before being thrown off by you. Alas, a mysterious mist-figure catches your foe and disappears. The threat is abated, but for how long?

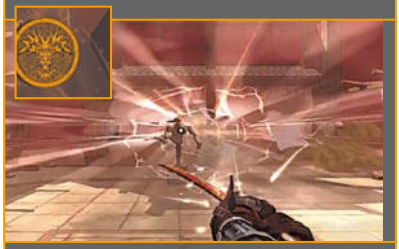
NEW OBJECTIVE:
GO BACK TO THE DOJO

BACK TO LOCATION #23: KUSAGARI TEMPLE DOJO | Second Visit



Retrace your steps back to Location #20: Kusagari Square, then head east into the streets before moving across the dojo courtyard and into the Kusagari Temple dojo. Master Jian reveals Shinjiro's machinations and then teaches you a new Kusagari power: The Dragon!

TRAINING WITH JIAN: THE DRAGON



Remember the following when attempting this technique:

- Use The Dragon to push back enemies.
- Hold Ⓐ and Ⓑ, then swing the Wii Remote. Imagine throwing a disc.
- Remember to swing out in front of you.
- The direction of The Dragon depends on where you stop your swing.
- The Dragon is excellent for stopping charging foes or pushing them back.
- It is also excellent for knocking them down, allowing easy finishers.
- Another asset is that it can knock foes off cliffs if they are near the edge..

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NEW OBJECTIVE:
TAKE A NEW MISSION

NOTE

Head back into the dojo. Although there are no upgrades available for The Dragon (yet), you should spend your remaining funds on any remaining upgrades here, at Songan's casino, or at the U.S. Marshal building back in the initial sector. Then check the mission wall.

NEW OBJECTIVE:
EXIT CALDERA THROUGH THE BACK GATE

BACK TO LOCATION #21: KUSAGARI TOWN STREETS | Second Visit

Missing any collectibles? Have any unfinished optional objectives? You would be wise to find and complete these outstanding tasks, as this is the last time you'll be in Caldera, and the cash you make comes in very handy, very soon! Also remember to backtrack through previously explored areas searching for scenery that has respawned to add more to your cash total.

Enemies

- Katakara Soldier × 1
- Katakara Tank × 2



Fight three Katakara in the courtyard en route to the town streets, and then head east, moving toward the only door you haven't been through yet; Master Jian has finally opened it, and it allows you to escape the maze of Caldera once and for all!

CHALLENGE MODE

Bronze	300,000	$10,000
Silver	440,000	$20,000
Gold	600,000	$40,000
Special	738,700	$40,000*

*This challenge does not appear in the game; it is just the highest score we've managed to obtain on Ninja difficulty. Can you beat it?

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04 CHASE

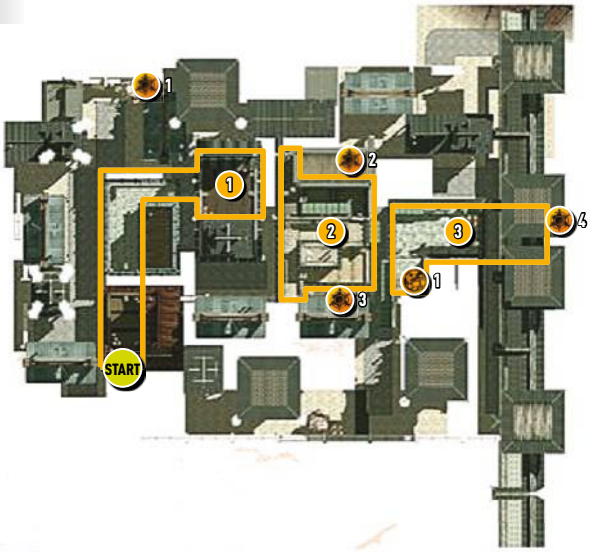
OVERVIEW

Fleeing the maze of Caldera streets involves flitting from rooftop to rooftop as the Ninja clan attempts to waylay your progress. Time is a-ticking, and there's a train leaving with Shinjiro on it; you need to catch that train and battle to the front. Only then does Shinjiro impede your progress in a spectacularly explosive fashion. After days of wandering, you chance upon a ghost town, where your associates meet up and request your help with a variety of tasks before access to a train station and another locomotive is granted. Try not to blow this one up!

Collectibles (All Maps)

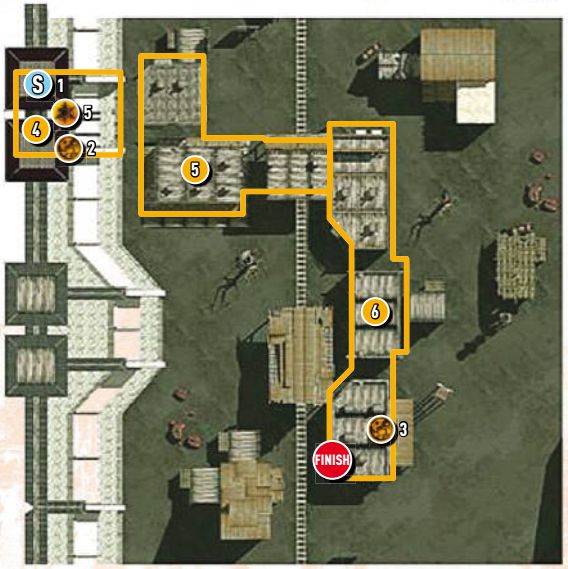
- 20
- 13
- S 4
- Wanted Posters
- Ammunition Drops
- Bags of Cash

CALDERA GATEHOUSE AND TRAIN STATION ROOFTOPS



LEGEND: LOCATION

1. Caldera Rooftops I
2. Caldera Rooftops II
3. Caldera Rooftops III
4. Caldera Gatehouse
5. Caldera Station Rooftops I
6. Caldera Station Rooftops II



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NEW OBJECTIVE: REACH THE TRAIN STATION

LOCATION #1: CALDERA ROOFTOPS I

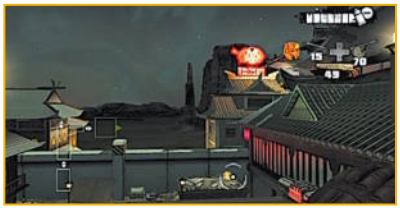
First Visit

Valuables

1/20: $3,000



You're almost out of Lower Caldera; just the rooftops are left to navigate! Race forward and leap the gap to the next rooftop, move to the corner and turn right (east) after securing your first Star, then leap across and up to a higher, square-shaped flat roof. Make sure you check each area for boxes and crates you can destroy for cash.



Sheriff Star #1: Look on top of an inaccessible refuse container down on the ground, which is viewed by standing at the corner of the L-shaped roof in location #1.

LOCATION #2: CALDERA ROOFTOPS II

First Visit

Valuables

2/20: $3,000

3/20: $3,000



Leap across to the roof ledge; a shadowy figure dashes across the lower roof area and flees from view. Don't waste your time on this Ninja; you'll encounter him soon enough.

Instead, sidestep left (north), and peer through the water tanks and machinery across and under a covered roof for another Sheriff Star to aim at. Crack any scenery you wish, then drop to the lower roof before clambering up via the wall in the southeast corner. Up on the L-shaped balcony, you can briefly spot another Ninja.



Sheriff Star #2: Behind the covered rooftop filled with water tanks and machinery, in location #2, is a star.



Turn right (east) and move around the balcony, then face the moon and check the area for another Sheriff Star before dropping down again, dashing across the lower rooftop to the plank ramp. After cracking more crates and other scenery, leap the ramp to the next location.



Sheriff Star #3: Look on top of a gable roof in front of a line of green neon signs, above the water tank in the second part of location #2.

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LOCATION #3: CALDERA ROOFTOPS III

First Visit

Valuables	Enemies
4/20: $3,000	Sword Ninja × 1
1/13: $5,000	



Land on the stone roof of the next building, and the figure that's been shadowing you reveals itself; a Sword Ninja leaps at you! Retaliate with The Tiger, then back this up with slashes and the foe falls quickly. Check the wall planks to your right (south) and clamber to a higher rooftop for the Token and an excellent perch for aiming at a distant Sheriff Star. Then drop down and head eastward, leaping the gap and landing on a narrow balcony with a door in front of you. Open it.

TIP

Another excellent tactic for Sword, Spec Ops, and Claw Ninjas is to launch The Dragon at them so they back up and fall (or are pinned against a wall), and then finish them.



Token #1: Climb up to the higher rooftop for the Token hidden behind some crates.

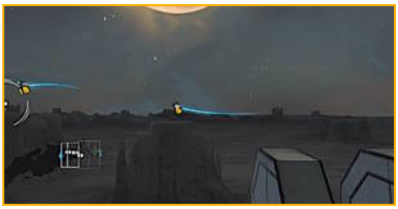


Sheriff Star #4: Climb to the higher rooftop, look northeastward at the end of the roof toward the moon, and aim at the star on the distant ceremonial tower.

LOCATION #4: CALDERA GATEHOUSE

First Visit

Valuables	Enemies
5/20: $3,000	T-58 Drone × 2
2/13: $5,000	
1/4: $3,000	



A narrow north–south corridor awaits you, with a window to clamber out to the east, but before you hop out, check both ends of the corridor for crates, barrels, and a Safe. Move outside, to the top of a gatehouse with an impressive view of Caldera train station below. Watch the skies in front of you for two Drones floating past with valuables; shoot them to make at least $3,000. Then move to the large groove in the middle of the balcony.

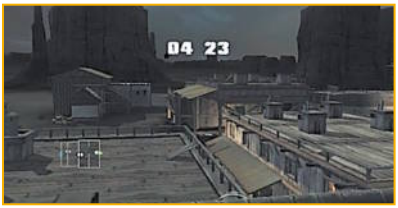


Safe #1: In the narrow corridor you leap through to reach the outside, in the Caldera gatehouse is a Safe.



Sheriff Star #5: Floating at the top of the large groove you slide down at the Caldera gatehouse—shoot it before you descend, or you miss it.

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Peer over the edge; this is the only chance to fire on an easily missed Sheriff Star. Then slide down using your sword to slow your plummet. Pick yourself up at the bottom of the gatehouse, and crash through the scenery to your right (south) for a Token. Meanwhile, you're instructed that the train is about to leave! You have less than five minutes to board it! Open the door in front (east) of you, quickly look left and right and crush some barrels for their cash, then begin your train sprint!



Token #2: Search behind some barrels in a connecting room at the base of the Caldera gatehouse.

LOCATION #5: CALDERA STATION ROOFTOPS I

First Visit

Enemies

- Sword Ninja × 2
- Katakara Gunner × 8

TIP

There's only one Token to find between this point and boarding the train, so concentrate on taking down foes and pushing forward so you don't miss that train!



Leap and land on the first set of rooftops, drawing your weapon as three Sword Ninjas attack you. Their red-glowing blades and leaping attacks are troubling unless you retaliate with The Tiger to easily counter them, before following up with a couple of strong swipes. Do this for all enemy attacks if you aren't fond of other techniques (like The Eagle or The Guillotine).



Turn and leap across to the rooftop to the south, and prepare for a second wave of enemies. There are six Gunners, all standing atop the higher rooftop to the east. Use the cover if you wish, planting accurate headshots on the initial Gunners before leaping onto the roof itself and finishing those at the far end; time is ticking, so there's no real problem shrugging off a few bullets and attacking at close range; remember to parry any incoming fire, too.

LOCATION #6: CALDERA STATION ROOFTOPS II

First Visit

Valuables

- Objective Complete: $20,000
- 3/13: $5,000

Enemies

- Boss: Guan Dao
- Mine Drone × 8



There are only three more rooftops until you reach the train, so leap east to the next, lower rooftop, and turn right (south) to see the exit ramp. There are barrels to smash (quickly—you'll still make it in time) before you leap across to the next rooftop. Here, you encounter a fearsome new adversary: the Guan Dao Ninja!

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BOSS: GUAN DAO NINJA



Think of the Guan Dao Ninjas, who periodically turn up from this point onward (but this Guan Dao is seen as a boss encounter), as a more flexible and vicious Heavy Jackal, as you must pivot around this man-mountain and slash or fire on his exposed and weak back. This is most easily attempted by shooting him so he blocks your shots to the front with his weapons, before you use The Matador to dodge around behind and strike his back. This is the most effective method of Guan Dao takedowns, although other techniques you used with Heavy Jackals can work sometimes, too.

TIP

Don't forget to use the finisher as soon as the icon appears above a damaged Guan Dao, as this shortens combat considerably and gives you bonus cash!



Once this lithe giant has been downed, leap to the last rooftop, watching for clusters of stationary Mine Drones. Head down the middle of the rooftop, just to the right of the first Drone, to the southeast corner of the roof; spin around to face north, and move to grab the Token (instead of damaging yourself running through the Mines in front of the Token). Then move to the southeast corner of the roof, turn right (west), and sprint across to the exit ramp and onto the train roof.



Token #3: Behind Mines and a chimney on the last rooftop before you board the train is a Token.

NEW OBJECTIVE:
REACH SHINJIRO

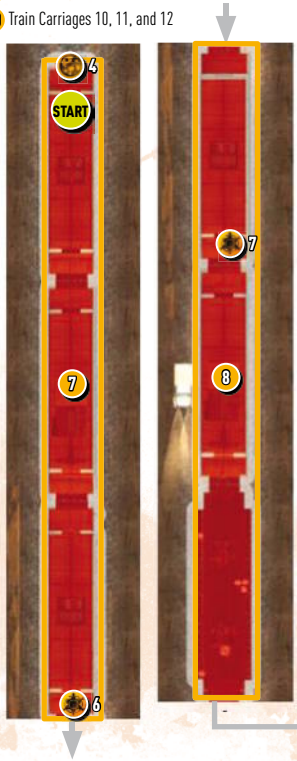
TIP

Even with a protracted battle with the Guan Dao, you should still have plenty of time to reach the train: Don't dawdle, but don't fret the timer!

LAST TRAIN FROM CALDERA

LEGEND: LOCATION

7 Train Carriages 1, 2, and 3
8 Train Carriages 4, 5, and 6
9 Train Carriages 7, 8, and 9
10 Train Carriages 10, 11, and 12



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LOCATION #7: TRAIN CARRIAGES 1, 2, AND 3

Valuables

- 6/20: $3,000
- 4/13: $5,000

Enemies

- Armored Jackal × 1
- Quickdraw Jackal × 1
- Sword Ninja × 1
- Katakara Gunner × 1
- Sword Ninja × 2

TIP

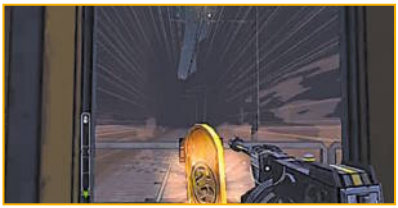
Finding Shinjiro on this train involves a mixture of carriage roof and interior walking, interspersed with scenic destruction for the cash and combat with enemies you may find difficult to dodge around, due to the small width of the train itself. Try The Dragon to easily push foes up against the carriage wall before finishing them.

TIP

Don't get spun around and confused; you're always heading south, toward the green arrow on your in-game map. Also remember that most of the collectibles and extra cash are found by dropping down into carriages and checking the unexplored areas behind you.



Head along the train roof, leaping the gap between carriages until you reach a roof trapdoor. Shoot the locks out and drop into the carriage itself. Instead of moving forward (south), spin around and head north, into the first carriage, and attack the Armored and Quickdraw Jackals as they leap into the carriage. Clear the area of scenery before opening the rear door; there's a Token here. Then backtrack to the second carriage where you dropped in.



Token #4: At the far north end of the train, in the first carriage, a Token is behind the door on the exterior balcony.



Move into the third carriage and set upon a Sword Ninja and Katakara Gunner before they damage you severely. Then cleanse the room of cash, exit the third carriage, and climb onto the roof of the fourth. After dealing with two more Sword Ninjas, spin around to face north; there's a star up here that's easy to miss.

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Sheriff Star #6: While this is on the roof of the third carriage, it's only accessible if you look behind you while on the fourth carriage.

LOCATION #8: TRAIN CARRIAGES 4, 5, AND 6

Valuables

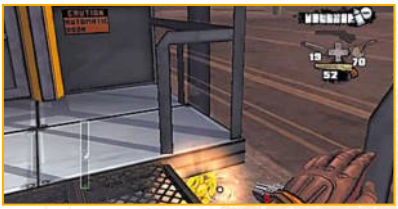
7/20: $3,000

Enemies

- Armored Jackal × 2
- Quickdraw Jackal × 1
- Spec Ops Ninja × 1



You're technically on the roof of the fourth carriage already, and after dealing with the two Sword Ninjas and shooting Sheriff Star #6, face south and continue to trek across the carriage roofs. Leap across to carriage five and blast the locks on the trapdoor so you can fall into the carriage itself. Immediately clean the roof of scenery before turning northward and moving back to the connecting exterior coupling between carriages 5 and 4, for another Sheriff Star. Move into carriage 4 (which you haven't accessed the interior of yet) and ransack the many chests and ammo crates.



Sheriff Star #7: Look for this star below the coupling (east side) between carriages 4 and 5, on the train.



Move south back through carriages 4 and 5, opening the door to reach carriage 6, which is a flat-bed exterior carriage. Attacks come from four foes; two Armored Jackals, a Quickdraw, and a Spec Ops Ninja. Deal with them before clearing the area of crates and climbing up onto carriage 7.

LOCATION #9: TRAIN CARRIAGES 7, 8, AND 9

Valuables

2/4: $3,000



Back on the roof, leap onto carriage 8, which has a trapdoor to shoot open. Drop into carriage 8, which is devoid of foes but full of breakable scenery. Clear this carriage, then turn and head north to carriage 7's interior, which is even more packed with destructible crates and chests. Smash through to the Safe at the far end. Then head back through carriage 8 and into carriage 9, which has barrels blocking your path. Smash them, heading around and out the southern end of the carriage as a Jackal truck passes by on your left (east). Open the door and step into carriage 10, but be aware there's a Sheriff Star floating above this carriage exit.



Safe #2: At the far northern end of carriage 7's interior, behind a large number of destructible crates, chests, and boxes.

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LOCATION #10: TRAIN CARRIAGES 10, 11, AND 12

Valuables	Enemies
8/20: $3,000	Spec Ops Ninja × 2
9/20: $3,000	Sword Ninja × 1
5/13: $5,000	Armored Jackal × 4
	Katakara Gunner × 2



Carriages 10 and 11 involve a vicious fracas with nine separate enemies coming in three waves as you cut down or shoot previous foes. Remember your best techniques and take down two Spec Ops Ninjas first, then a Sword Ninja before the Armored Jackals and Katakara Gunners arrive. Once the battle is over, smash and grab scenic cash, and look back at the entrance to carriage nine for a star.



Sheriff Star #8: Above the exit door (south) at the end of carriage nine, this star is seen by turning and looking north on the open-air carriage 10.



Cross carriages 10 and 11, pausing at the entrance to the last carriage (12) to shoot another star below the coupling. Then enter the diner carriage (12), which has an easy-to-spot Token and some chests to swipe open. Clear this diner car and open the door at the far end. Face Shinjiro himself, who uncouples the train in an explosive manner!



Sheriff Star #9: Below the coupling platform between carriages 11 and 12 is a star.



Token #5: This Token is easily spotted inside the last carriage (diner car) of the train.

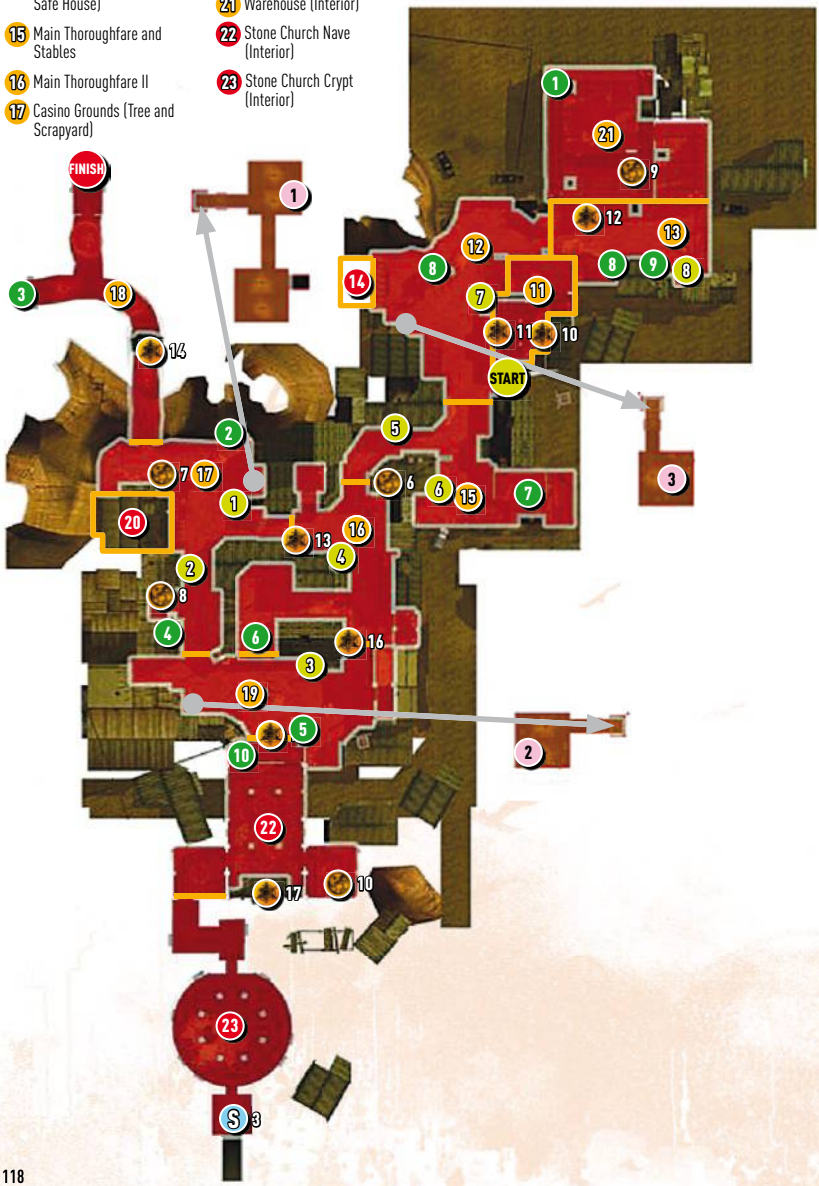
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GHOST TOWN

LEGEND: LOCATION

- 11 Saloon (Interior)
- 12 Hangman's Tree and Sheriff's Office
- 13 Warehouse Alley
- 14 Sheriff's Office (Interior–Safe House)
- 15 Main Thoroughfare and Stables
- 16 Main Thoroughfare II
- 17 Casino Grounds (Tree and Scrapyard)
- 18 Ghost Town Tunnels
- 19 Rooftop Lever and Stone Church Grounds
- 20 Songan's Gambling Rooms (Interior–Safe House)
- 21 Warehouse (Interior)
- 22 Stone Church Nave (Interior)
- 23 Stone Church Crypt (Interior)

The explosive end to your train journey places you in the middle of the Red West, and there's little to do except hike to the next hamlet—an eerie and rundown ghost town with few signs of life. You stagger into the saloon, where your objective updates.



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NEW OBJECTIVE: SEARCH FOR ANYTHING USEFUL

NOTE

As you progress through the ghost town, you'll access three optional objectives that involve locating Wanted posters, caches of ammunition, and Songan's gold. As you can't interact with these objective assets before you receive the objective, and to minimize backtracking, it is better to wait until all three optional objectives are in play and then conduct a location-by-location search for all of the items at once, as well as collectibles you haven't encountered on the main route. This is reflected in the walkthrough.

LOCATION #11: SALOON (INTERIOR)

First Visit

Valuables

10/20: $3,000



The saloon has a small chest and other objects to break for their cash contents, but the bigger prize is on the balcony at the top of the impassable steps. Shoot the star, then move around to the exit door in the southwest corner. This leads you out into the open. You don't need to ever return to this saloon.



Sheriff Star #10: This floats at the top of the impassable stairs on a broken balcony inside the ghost town's saloon.

LOCATION #12: HANGMAN'S TREE AND SHERIFF'S OFFICE

First Visit

Valuables

11/20: $3,000



The tumbleweed rolls past a hangman's tree as you step outside and face west. Directly ahead of you is the location you should head to next; the sheriff's office. Before you go, however, there's a Sheriff Star to tag behind and above you, and some mental notes to take regarding the optional objectives that will appear later into this expedition.



Sheriff Star #11: Snag this star floating just above the saloon sign, on the eastern side of the hangman's tree and sheriff's office.

ADDITIONAL ASSETS

Item: Wanted Poster
Related Objective: Find the Wanted Posters
Accessible Now? No

Item: Ammunition Dump
Related Objective: Loot the Ammunition Dumps
Accessible Now? No

Item: Bag of Gold
Related Objective: Recover Songan's "Property"
Accessible Now? No

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LOCATION #13: WAREHOUSE ALLEY, THEN BACK TO

LOCATION #12: HANGMAN'S TREE AND SHERIFF'S OFFICE

First Visit (#13) and Second Visit (#12)

Valuables

12/20: $3,000



Before you enter the sheriff's office, it's a good idea to check the area to your right (north), and around the corner. This east–west alleyway has an alcove between two buildings on your right (south) with goods to smash, and another Sheriff Star. This is the (currently locked) warehouse entrance, too. Shoot the star (so you have additional funds), then return to location #12 and enter the sheriff's office.



Sheriff Star #12: On top of the wooden winch beam of the warehouse, in the alley is a star.

ADDITIONAL ASSETS

Item: Wanted Poster
Related Objective: Find the Wanted Posters
Accessible Now? No

Item: Ammunition Dump
Related Objective: Loot the Ammunition Dumps
Accessible Now? No

LOCATION #14: SHERIFF'S OFFICE (INTERIOR)

First Visit

Techniques and Upgrades	Cost ($$$)
Kusagari Power: The Bear	Free
.357 Longarm Upgrade: Ricochet	$45,000
Twin-Barrel Upgrade: Armor-Break	$50,000
Twin-Barrel Ammo Upgrade: Ammo V	$70,000
Johnnygun Upgrade: Magazine Size II	$20,000
Johnnygun Upgrade: Rate of Fire II	$20,000
Johnnygun Upgrade: Accuracy II	$20,000
Johnnygun Ammo Upgrade: Ammo II	$18,000
Johnnygun Ammo Upgrade: Ammo III	$30,000
New Weapon: Sidewinder	$120,000
Sidewinder Upgrade: Reload Time I	$18,000
Sidewinder Upgrade: Rate of Fire I	$18,000
Sidewinder Upgrade: Accuracy I	$18,000
Sidewinder Ammo Upgrade: Ammo I	$15,000

NOTE

All of the weapon upgrades previously accessible are available here, too: In fact some of them must be purchased before these newly available upgrades can be bought.

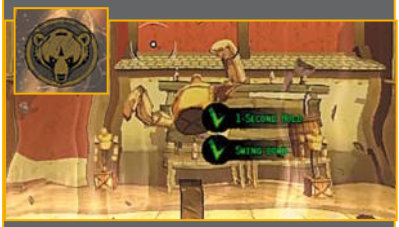


Enter the office and switch the radio on at the counter. Jian's voice can be heard, thankful that he's finally found you. He beckons you to the training courtyard to the rear of the building to learn a new power. Don't dawdle!

NEW OBJECTIVE:
TRAIN IN THE YARD

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TRAINING WITH JIAN: THE BEAR



Remember the following when attempting this technique:

- Use The Bear to knock down enemies. Hold Ⓐ and Ⓑ together, then swing down. This creates a ground shockwave that staggers and damages multiple enemies.
- A fully charged Bear will knock down enemies and hits more of them. Do this by holding Ⓐ and Ⓑ for a second, until your Katana flashes.
- Use The Bear in combat situations where you're being swarmed by multiple foes.
- Then follow up with other attacks while your enemies are reeling or have fallen.

NOTE

You can now purchase new upgrades at the weapons store, located in this building. Buy upgrades to the weapons you use most often—usually the .357 Longarm and the Johnnygun. The Sidewinder is now available, too; it's a vital tool for taking down a future boss, so bag it! Remember that you can purchase ammunition here, too! Don't forget to return and buy more of these upgrades throughout your time in this stage.

LOCATION #12: HANGMAN'S TREE AND SHERIFF'S OFFICE TO LOCATION #15: MAIN THOROUGHFARE AND STABLES

Third Visit (#12) and First Visit (#15)

Valuables

6/13: $5,000



From the hangman's tree, journey south along the main thoroughfare until you reach a gap in the buildings. The thoroughfare continues to the right (west), heading around a corner. Before you head down there to continue with your main objective, take a moment to continue down to the end of the road to the south. Here you'll find some stables and a Santa Rosa ranch sign. Inspect the stables for chests and crates, then climb the wall of the building to your right (west) to reach a rooftop. Here you'll find numerous chests, barrels and crates, a Token, and another Token on a winched platform in the distance. You can't reach that yet. Head back and around to the thoroughfare, passing the derelict wagon cart, and follow the green arrow to the next location.



Token #6: On top of the rooftop storage area, above the stables near the main thoroughfare, is a Token.

ADDITIONAL ASSETS

Item: Wanted Poster (2)
Related Objective: Find the Wanted Posters
Accessible Now? No

Item: Ammunition Dump
Related Objective: Loot the Ammunition Dumps
Accessible Now? No

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LOCATION #16: MAIN THOROUGHFARE II

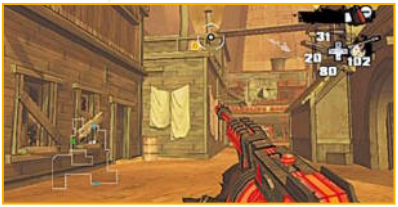
First Visit

Valuables

13/20: $3,000



From the thoroughfare corner of location #15, walk to the junction, and look right (west). Ahead the street narrows and beyond you can see the frontage of Songan's gambling room. This is your next port of call, but before you go, check the area to the south. There's a second right (west) turn leading around to a dead-end area, and some storage on the left (east) side of the street, too. This south thoroughfare wraps around, ending at a large and dusty courtyard dominated by a stone church. Move back to the first junction and head west, shooting the star, and optionally slicing the boards blocking your way into a small alcove filled with crates you can break.



Sheriff Star #13: This hovers on a roof next to a long chimney along the east–west street leading to Songan's gambling room.

ADDITIONAL ASSETS

Item: Wanted Poster
Related Objective: Find the Wanted Posters
Accessible Now? No

Item: Ammunition Dump
Related Objective: Loot the Ammunition Dumps
Accessible Now? No

LOCATION #17: CASINO GROUNDS (TREE AND SCRAPYARD)

First Visit

Valuables

7/13: $5,000

8/13: $5,000



Move westward into an open area with an old tree, a hatchway, a small pile of cars, and the entrance to Songan's gambling rooms. Although this is the place to enter, there's some easy money to be made thoroughly exploring the ghost town first; check the later locations for collectibles and grab them before you enter the casino if you're in need of extra cash. When you've collected all Stars and Tokens, you should enter the casino. Also note the Token on the platform high above you; this falls when released by a lever in location #19.



Token #7: A Token is resting on the suspended platform, which falls once the lever is pressed in location #19. Then return here to claim the Token.



Head southward and investigate the last part of this location; there's a doorway to your right (west) leading to a wooden gate you can easily push over. Instead is a cubbyhole with barrels, crates, and a Token. Grab any cash you can.

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Token #8: Resting in the corner of a cubbyhole alcove in the southern section of the casino grounds is a Token.

ADDITIONAL ASSETS

Item: Wanted Poster (2)
Related Objective: Find the Wanted Posters
Accessible Now? No

Item: Bag of Gold
Related Objective: Recover Songan's "Property"
Accessible Now? No

Item: Ammunition Dump
Related Objective: Loot the Ammunition Dumps
Accessible Now? No

LOCATION #18: GHOST TOWN TUNNELS

First Visit

Valuables

14/20: $3,000



You can (and should) enter Songan's gambling rooms at any point, but to claim extra cash as soon as possible, head back and move around the side of Songan's building, and locate the tunnel entrance in the northwest wall. Slice the planks away and enter the tunnel. There's a gap to leap, and a junction leads to a sealed door (the train station tunnel). However, on your way back, snag a star.



Sheriff Star #14: Below the gap in the ghost town tunnels, face south to see and shoot a Star.

ADDITIONAL ASSETS

Item: Ammunition Dump
Related Objective: Loot the Ammunition Dumps
Accessible Now? No

LOCATIONS #19A AND #19B: ROOFTOP LEVER AND STONE CHURCH GROUNDS

First Visit

Valuables

15/20: $3,000

16/20: $3,000



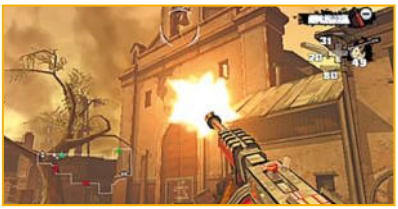
The last major exterior location (aside from the interior of the church that you'll enter later) in the ghost town is the southern section, which can be accessed from either location #17 or #16. Working from west to east, there's a hatch door allowing access to Songan's gold, and a wall climb in the corner to reach a rooftop lever. This drops the Token back in location #17 (Token #7), which you can return to and grab.



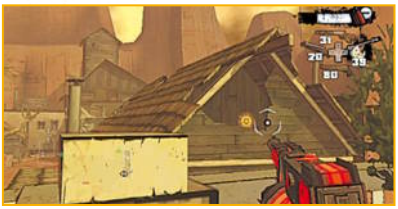
Back in the church grounds, move eastward around a central tree, then look up at the bell tower above the church

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entrance for your next Sheriff Star. Then cross to the other (east) side of the grounds, as there are many crates and other debris to smash for cash. Before you leave, be sure to climb the wall to an eastern balcony. There's a chest and crates under it to find, and once you've removed the potted plants, peer across (northwest) by the rocking chair and secure one more Sheriff Star. This concludes your initial treasure hunt!



Sheriff Star #15: A star rests just below the bell tower at the top of the church in the stone church grounds.



Sheriff Star #16: Look inside the collapsed roof of the building across from the southeast balcony, at the east side of the stone church grounds.

ADDITIONAL ASSETS

Item: Wanted Poster
Related Objective: Find the Wanted Posters
Accessible Now? No

Item: Ammunition Dump
Related Objective: Loot the Ammunition Dumps
Accessible Now? No

Item: Bag of Gold
Related Objective: Recover Songan's "Property"
Accessible Now? No

LOCATION #20: SONGAN'S GAMBLING ROOMS (INTERIOR)

First Visit

Techniques and Upgrades	Cost ($$$)
Songan's Trophies: Ninja	$20,000
Extra Life: Ace of Diamonds	$20,000
Extra Life: Ace of Clubs	$25,000
Extra Life: Ace of Hearts	$30,000

NOTE

These are in addition to the previously available items. You do not have to purchase the other aces before buying the Ace of Hearts.



Enter the gambling den and you're welcomed by the suspicious Songan. Check the mission wall for new objectives, but first you should purchase any of Songan's upgrades that you haven't bought already. In addition to all the trophies, extended health, lives, and armor found in Songan's place back in Caldera, more upgrades are available. Then leave the premises.

NEW OBJECTIVE:
TAKE A NEW MISSION

NEW OBJECTIVE:
DEFEAT THE JACKAL PACKS

NEW OBJECTIVE:
LOOT THE AMMUNITION DUMPS (OPTIONAL)

NOTE

The walkthrough now reveals where the three Jackal packs are located. Hold off on looting the ammunition dumps until you have three optional objectives open and can complete them all in one tour.

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NEW OBJECTIVE: FIND THE WANTED POSTERS (OPTIONAL)

LOCATION #13: WAREHOUSE ALLEY

Second Visit

Enemies

- Quickdraw Jackal × 2
- Jackal Thug × 4



Head in a roughly northeasterly direction through the ghost town, preparing for a small skirmish with two Quickdraws near the hanging tree, and then head down the warehouse alley. At the far end of the alley, prepare for battle with four Jackal Thugs. When you've crushed all resistance, open the yellow door leading into the warehouse.

LOCATION #21: WAREHOUSE (INTERIOR)

First Visit

Valuables

Objective Complete: $13,000

9/13: $5,000

Enemies

- Jackal Thug × 12
- Armored Jackal × 2
- Quickdraw Jackal × 7
- Alpha Jackal × 1



Move into the entrance area and around the stack of crates, smashing what you can (and need). At this point, it's worth choosing your preferred gun and preparing for a protracted battle; that suspicious Songan has led you right into a massive fight! Prepare for battle with more than 20 enemies!



There are 22 enemies to be exact, and your job is to simply survive all of their attacks. This is actually a little more straightforward than it sounds, as the first few waves are easily dealt with if you can achieve headshots or blow the explosive barrels dotted around the warehouse when a foe is close to one. The first wave consists of two Jackal Thugs, a Quickdraw, and another three Jackal Thugs.



This is immediately followed by four Quickdraws. As they stand in a line to fire on you, quickly retaliate. Parry any shots if you want to minimize your health loss, then drop two Jackal Thugs at a distance.



Now the Jackals get a little more dangerous as two Armored Jackals appear. Focus on removing their armor before dropping them, and take down the two Jackal Thugs and Quickdraw that appear soon after. Seventeen down, five to go!



The final wave of attackers begins with an Alpha Jackal, whose red glowing powers must be halted first. Then mop up three Jackal Thugs and a Quickdraw before this objective is

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COMPLETING ALL REMAINING OPTIONAL OBJECTIVES (CONTINUED)



To find bag of gold #1, open the hatch doors near the ammunition dump and scrapyard cars and head down into the underground storage chamber.



Ammunition dump #2 is to the left of the hatch door leading to bag of gold #1, behind the tree.

LOCATION #18: GHOST TOWN TUNNELS
Second Visit



Ammunition dump #3 is at the dead-end western tunnel section, after the junction leading to the train station door.

LOCATIONS #19A AND #19B: ROOFTOP LEVER AND STONE CHURCH GROUNDS
Third Visit



Ammunition dump #4 is on the rooftop in the western area, near where the lever is, after climbing the wall.



Ammunition dump #5 is just to the left of the entrance to the stone church.



To get bag of gold #2, open the hatch doors to the right of the church entrance and head down into the underground storage chamber.



Wanted poster #3 is on the northern wall opposite the church.

LOCATION #16: MAIN THOROUGHFARE II
Second Visit



Ammunition dump #6 is in the dead-end area in a covered area, guarded by a few Jackals.

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DEFEATING THE JACKAL PACKS

PACK #1

Location #17: Casino Grounds (Tree and Scrapyard)

Second Visit

- Jackal Thug × 3
- Alpha Jackal × 1
- Armored Jackal × 1



As soon as you access this objective and leave Songan's residence, five Jackals greet you in the thoroughfare. Use the space near the tree (and the tree as cover) and finish each one easily. Then move southward, toward the stone church.

PACK #2

Locations #19A and #19B: Rooftop Lever and Stone Church Grounds

Second Visit

- Alpha Jackal × 1
- Armored Jackal × 1
- Quickdraw Jackal × 1
- Jackal Thug × 3



Move southward into the stone church's grounds, and focus your initial attacks on the Alpha Jackal, so he doesn't infuse his brethren with aggressive fury. Then dispatch the other Jackals using perfected techniques before heading east and then north, all the way to location #12.

PACK #3

Location #12: Hangman's Tree and Sheriff's Office

Fourth Visit

Valuables

Objective Complete: $11,000

- Jackal Thug × 1
- Heavy Jackal × 2
- Quickdraw Jackal × 1



Head northward toward the hangman's tree and sheriff's office, and immediately bring down a Jackal Thug leaping at you. Do this quickly as you have two Heavy Jackals to deal with; fortunately, there is enough room to dodge around one, slice or fire on him and back up, and continue until you score a finisher. Then face the other, temporarily pausing to shoot a Quickdraw so you can turn your attention back to the big guy. When all three packs are defeated, return to Songan.

NEW OBJECTIVE:
RETURN TO SONGAN

LOCATION #20: SONGAN'S GAMBLING ROOMS (INTERIOR)

Second Visit



The mission wall has updated, and two new objectives are open to you. This means you have three currently active objectives (searching for Wanted posters and ammunition dumps, and the main objective of entering the warehouse because of the increased Jackal activity there). Leave and move back to Location #13: Warehouse Alley.

NEW OBJECTIVE:
GET TO THE WAREHOUSE

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over and you can rest. Before you go, ransack the warehouse; there's no reason to return to this location, and you can open up your first ammunition dump as well as find another Token. Now return to Songan; he's got some explaining to do!

NEW OBJECTIVE:
RETURN TO SONGAN



Token #9: Look between a crate and a barrel, in the southeast corner of the warehouse.



To get ammunition dump #1, climb the balcony inside the warehouse and move to the ammunition dump crate in the northwest corner.

LOCATION #20: SONGAN'S GAMBLING ROOMS (INTERIOR)

Third Visit



Return to Songan, who explains away that last confrontation and gives you another two objectives to try: Songan has some "property" that he wants returning, and there's a fierce Katakara menace known as Calhoun that needs taking down. Now it's time to complete all three optional objectives before turning your attention to Calhoun himself.

NEW OBJECTIVE:
DEFEAT CALHOUN

NEW OBJECTIVE:
RECOVER SONGAN'S "PROPERTY" (OPTIONAL)

COMPLETING ALL REMAINING OPTIONAL OBJECTIVES

Ready to earn some considerable cash? Then locate all the remaining ammunition dumps, Wanted posters, and property bags of gold so you can return to either the sheriff's office or Songan's casino and purchase some more upgrades.

Objective	# of Items	Reward ($$$)
Find the Wanted Posters	8	$15,000
Loot the Ammunition Dumps	10	$20,000
Recover Songan's "Property"	3	$22,000

This section covers the locations where you'll find Wanted posters, ammunition dumps, and Songan's bags of gold. They are presented in the order you encounter them if you start from Location #20: Songan's Gambling Rooms. You have until you reach a point of no return to shoot or slice them all.

LOCATION #17: CASINO GROUNDS (TREE AND SCRAPYARD)

Third Visit



Wanted poster #1 is in front of the rusting pile of cars.



Wanted poster #2 is to the right of the western opening leading to the cubbyhole.

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COMPLETING ALL REMAINING OPTIONAL OBJECTIVES (CONTINUED)



Wanted poster #4 is on the corner of the junction in the thoroughfare, near a propped-up sheet of corrugated metal.

LOCATION #15: MAIN THOROUGHFARE AND STABLES

Second Visit



Wanted poster #5 is in the east–west street to the right (east) of the derelict wagon, between two sets of sheets on a wall.



Wanted poster #6 is at the base of the climbable roof, to the right of the Santa Rosa sign, near the stables.



Ammunition dump #7 is inside the stables, by the corrugated doorway.

LOCATION #12: HANGMAN'S TREE AND SHERIFF'S OFFICE

Fifth Visit



Wanted poster #7 is in front of the pile of tires by the entrance to the saloon.



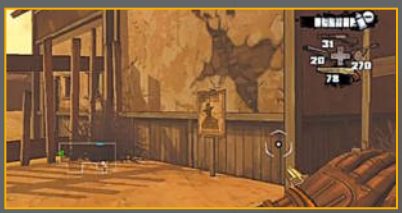
To find bag of gold #3, open the hatch doors to the right of the sheriff's office and head down into the underground storage chamber.



Ammunition dump #8 is at the foot of the hangman's tree.

LOCATION #13: WAREHOUSE ALLEY

Third Visit



Wanted poster #8 is at the far end of the alley, on the right (south) side, left of the gap between the buildings.

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COMPLETING ALL REMAINING OPTIONAL OBJECTIVES (CONTINUED)



Ammunition dump #9 is at the far end of the alley, on the right (south) side, right of the gap between the buildings.

NOTE

You must now enter the stone church to complete the ammunition dump objective.

LOCATION #22: STONE CHURCH NAVE (INTERIOR)

First Visit

Valuables

Optional Objective Complete: $22,000

17/20: $3,000

10/13: $5,000

Enemies

Katakara Gunner × 6



Enter the church and move into the nave (the main combat area) through either entrance. A squad of Katakara Gunners is inside, so be ready to repel them. After the fight, look around for the last ammunition dump, and then secure the Sheriff Star from the altar area. Then pull open the door in the far left (southeast) corner of the church and enter the storage room brimming with chests and other scenery, as well as a Token. Then leave and enter the doorway to the top of the steps leading down into the circular crypt.



Ammunition dump #10 is on the northern balcony overlooking the stone church nave, in the northwest corner.



Sheriff Star #17: A star is on the right side of the altar at the south end of the stone church nave.



Token #10: In the southwest corner of the stone church's storage room is a Token.

LOCATION #23: STONE CHURCH CRYPT (INTERIOR)

First Visit

Valuables

Objective Complete: $25,000

3/4: $3,000

Enemies

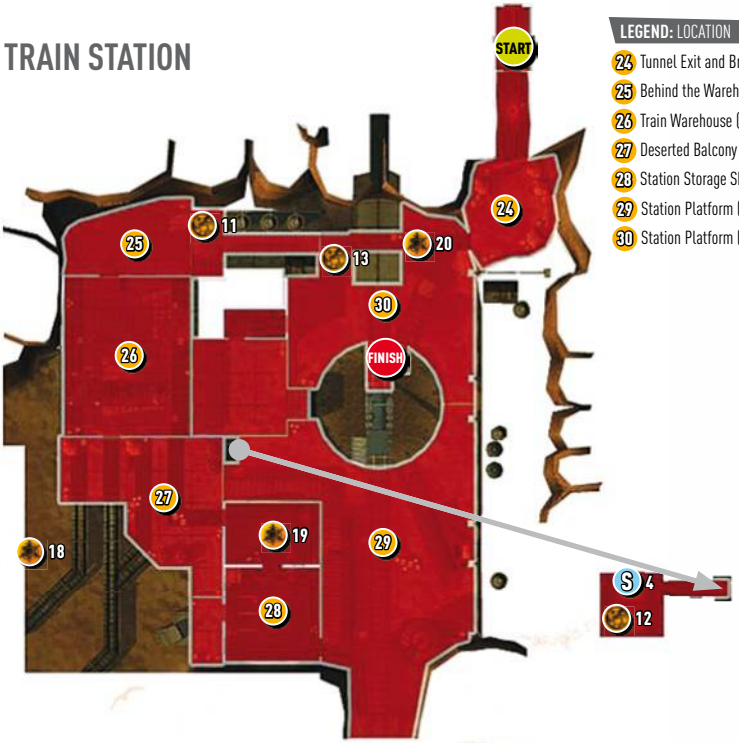
Boss: Katakara Chain-gunner Calhoun



Move to the bottom of the steps and flick the lever that opens the portcullis. Enter the circular chamber within the crypt area, with the broken roof, and then watch as a giant Katakara carrying an equally oversized gun strides into view!

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TRAIN STATION



LEGEND: LOCATION

- 24 Tunnel Exit and Bridge
- 25 Behind the Warehouse
- 26 Train Warehouse (Interior)
- 27 Deserted Balcony
- 28 Station Storage Shack (Interior)
- 29 Station Platform (South)
- 30 Station Platform (North)

NEW OBJECTIVE: EXPLORE THE TUNNEL

LOCATION #24: TUNNEL EXIT AND BRIDGE

First Visit



Enter the point of no return (you did grab all the collectibles from the ghost town, right?) and move through a crate-filled passage, smashing what you wish, until you slash through a fence and reach a daylit bluff overlooking a train station, with an oil derrick in the distance. Aside from scenery-smashing, waste no time crossing the bridge, as your objective updates.

NEW OBJECTIVE:
REACH THE OLD TRAIN

LOCATION #25: BEHIND THE WAREHOUSE

First Visit

Valuables

11/13: $5,000



Leap the gap to the other side of the bridge and smash the barrels on the walkway, then drop to a low and flat rooftop, and then to the dirt ground. You're behind a large warehouse, but there's a brick structure (that you were just standing on) behind (east of) you; move to and open the door and ransack the storage room inside for chests, ammo, and a Token. Head back outside and cut the wooden fence in the south wall of the warehouse.

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BOSS: KATAKARA CHAINGUNNER CALHOUN



This boss is another huge enemy, and one that is more than capable of shrugging off even your most potent attacks from the front. The key to shortening this behemoth's health is to employ The Bear. Pound the ground with your power attack (which you've already learned from Jian), which stuns Calhoun for a moment, allowing you to quickly dodge around to the rear of the enemy and strike him in the back. This is by far the easiest method of dealing with a Chaingunner, so remember this for future combat!

NEW OBJECTIVE:
RETURN TO SONGAN

Before you return to Songan, it is wise to unlock the rear crypt chamber on the opposite (south) side of the circular arena. This leads up a small flight of steps to a cache of chests and cash, including your third Safe! Now return all the way back to and head inside Location #20: Songan's Gambling Rooms.



Safe #3: Inside the southern alcove area, in the stone church's crypt, is a Safe.

LOCATION #20: SONGAN'S GAMBLING ROOMS (INTERIOR) TO LOCATION #18: GHOST TOWN TUNNELS

Fourth Visit (#20) and Third Visit (#18)

NEW OBJECTIVE:
EXPLORE THE TUNNEL



Head back into Songan's casino; your mission wall has a last objective to take: The tunnels are now open, and you might just be able to escape this blasted hellhole! Move out of the casino and into the adjacent tunnel to the north, leaping the gap, and taking the northern route to a door that was previously sealed. This is a point of no return! Continue only if you've collected every bit of cash and collectibles, and finished all the objectives you want to!

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Token #11: Search inside the storage room of the brick building behind the train station warehouse.

LOCATION #26: TRAIN WAREHOUSE (INTERIOR)

First Visit

Enemies

- Armored Jackal × 3
- Alpha Jackal × 1
- Spec Ops Ninja × 2



The moment you step inside, you are accosted by two Armored Jackals and an Alpha, and it is important to locate the Alpha (with the logo on his breastplate) and tackle him to lessen the aggressiveness of the remaining foes, which include another Armored Jackal and two Spec Ops Ninjas. Defeat them all, crack open some scenery, then climb up to the balconies on either side of the warehouse, starting with the one to the right (west); there are crates and ammo to tackle. The left (east) balcony allows access across to the other side of the warehouse and the exit door to the south.

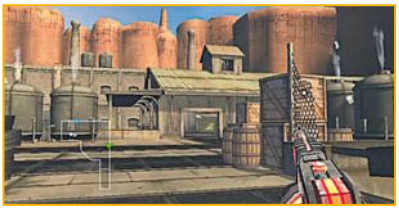
Are you having trouble beating down these new and incredibly agile Spec Ops Ninjas? Then utilize your amazing Dragon power; launch a wave of this attack and pin each one to a nearby wall before finishing them.

LOCATION #27: DESERTED BALCONY

First Visit

Valuables

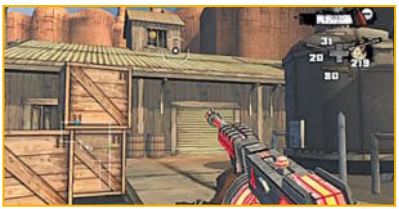
- 18/20: $3,000
- 19/20: $3,000



Out in the bright sunlight, you should face southwest and check the position of a moving Sheriff Star on the oil derrick before advancing south along the balcony section toward the station storage shack to the southeast. Stop for a moment and aim up at the cupola, which has a star inside it. Crush the crates for cash, then head eastward, into the shack itself.



Sheriff Star #18: A star is balanced on the main span of the distant oil derrick southwest of the deserted balcony.



Sheriff Star #19: Inside the roof cupola of the station storage shack, this star can be accessed from the deserted balcony, facing east.

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LOCATION #28: STATION STORAGE SHACK (INTERIOR)

First Visit

Enemies

- Sword Ninja × 2
- Spec Ops Ninja × 2



This two-chamber shack's first room has chests to cut or blow apart for the gold, but when you move into the middle room, prepare for combat with a quartet of Ninjas. When they are defeated, check the exit to the west, allowing you to stand and watch the oil derrick (and aim at the Sheriff Star if you missed it earlier) while smashing more scenery. Then return to the interior and exit via the door in the southeast corner.

LOCATION #29: STATION PLATFORM (SOUTH)

First Visit

Valuables

- 12/13: $5,000
- 4/4: $3,000

Enemies

- Quickdraw Jackal × 3



Exit onto the train platform and drop to the tracks below; make quick work of the three Quickdraws that attempt to impede your progress. Search the platform areas and the area around the rusting carriage for barrels and crates to bash before moving to the giant circular platform itself. Your objective updates.

NEW OBJECTIVE:
TURN THE PLATFORM



Before you investigate the north end of the circular platform, turn left (west) and check the area with the flashing yellow lever. Bash the nearby barrels before operating the lever, which opens a hatchway. This leads to a subterranean storage room brimming with items to crack open, including a Safe and Token. Grab what you want, then return and move around the right (east) side of the train.

NOTE

This hatchway isn't affiliated with any of those you opened during past objectives.



Token #12: Look in the far left (southwest) corner of the subterranean storage room, on the west side of the station platform (south).



Safe #4: A Safe is against the right (north) wall of the subterranean storage room, on the west side of the station platform (south).

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LOCATION #30: STATION PLATFORM (NORTH)

First Visit

Valuables	Enemies
20/20: $3,000	T-60 Drone × 3
13/13: $5,000	Sword Ninja × 3
	Spec Ops Ninja × 3
	Guan Dao Ninja × 1



Move around the circular train platform and check the gap between the bridge support and a rusting carriage (to the northeast) for the location of your final Sheriff Star. Shoot it, then spin left to face westward just in time to deal with or dodge three Drones. Continue checking the north wall; slice through a wooden section of fencing to access your last Token. From here, move up the concrete ramp, into the connecting storage area with the red-locked lockers, and up into a raised and rusting square balcony, where the platform switch can be accessed. Leap into the platform control hut and turn the train around.



Sheriff Star #20: This star floats above a large metal box between a bridge support and rusting carriage, in the northeast part of the station platform (north).



Token #13: In the refuse-filled alcove under the bridge, a Token can be accessed by slicing some wooden planks in the north part of the station platform (north).

NEW OBJECTIVE:
TAKE THE TRAIN



As soon as the lever is pulled, the Ninja clan arrives with force! Two Sword Ninjas, three Spec Ops, then another Sword Ninja drop in from the brick building to the north, and can be easily pulverized with your Johnnygun. The real trouble comes in the form of a Guan Dao Ninja, but assuming you've been powering up your implements, you can shoot this foe so he blocks from the front, then dodge around and tackle him from behind. Remember The Dragon technique to push Sword and Spec Ops Ninjas against the wall, then finish them.



After that, it is a simple matter of moving to the green crosshairs on your in-game map, clambering onto the train, and pulling the lever. This starts the mechanical behemoth up, allowing you to escape from this place of death. Next stop: Rattlesnake Canyon!

CHALLENGE MODE

Bronze	240,000	$7,500
Silver	360,000	$15,000
Gold	500,000	$30,000
Special	705,600	$30,000*

*This challenge does not appear in the game; it is just the highest score we've managed to obtain on Ninja difficulty. Can you beat it?

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Step away from the hut and inspect the area for a small chest and a strange ceremonial carving (which you need to return to later). Leap the gap where a bridge once stood (parts of the destroyed train must have torn through it) and turn left (east) when you land at the other side, so that you can inspect the remains of the burning train.



This area is a complete mess, but there are some considerable spoils if you know where to look. Crack open the scenery near the flaming wreckage, and don't forget the Token. Then gaze up (south) at the cliff above; there's a large chest to shoot the locks off of (money comes tumbling out), as well as a very well-hidden Sheriff Star.



Spin around and head westward along the cliff ledge, toward a bridge that's still intact. As you near it, produce your favored firearm and shoot down four Drones attempting to harm you. Then cross the bridge, but before you continue, turn around and look under the bridge's span for the second Sheriff Star in this location.



Sheriff Star #1: Between fire and wooden debris above you on the cliff that you can't reach, at the train crash site, is a Star.



Sheriff Star #2: Look under the bridge, on the southeast end, close to the train crash site.



Token #1: Search among the debris in the flaming train crash site.

ADDITIONAL ASSETS

Item: Ceremonial Bird Carving
Related Objective: Retrieve the Kusagari Totems
Accessible Now? No

Item: Katakara Patrol
Related Objective: Defeat Katakara Patrols
Accessible Now? No

LOCATION #2: RATTLESNAKE HAMLET (ENTRANCE)

First Visit

Valuables

3/31: $3,000

2/21: $5,000

Enemies

Jackal Thug × 4



Round the corner; without attracting their attention, check for four Jackal Thugs contemplating harming you. Fire at the head of the first, then badly damage two more by

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04 RATTLESNAKE CANYON

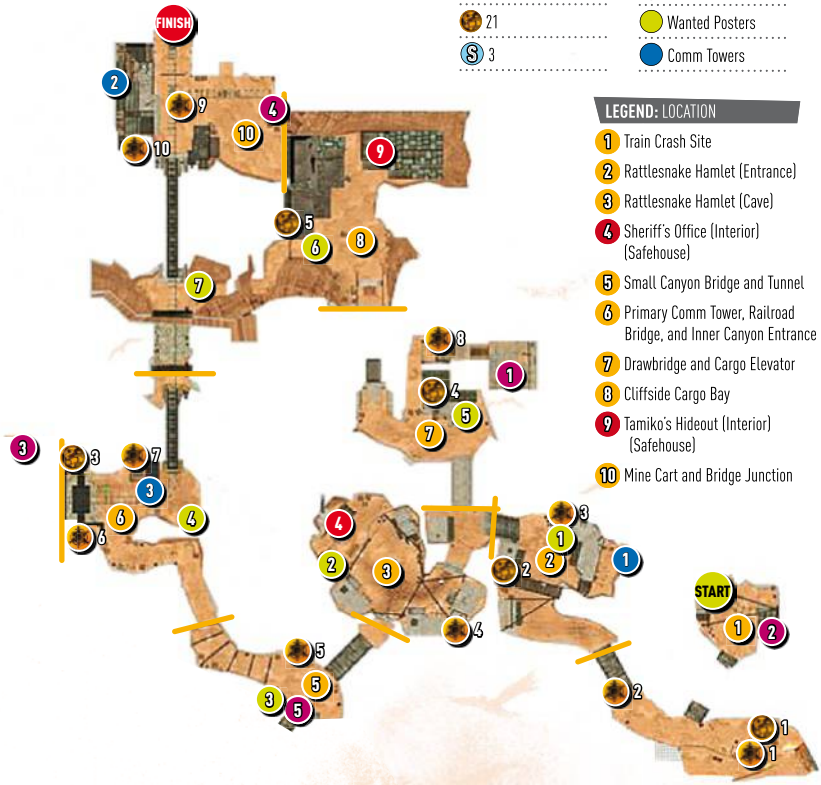
OVERVIEW

In perhaps the biggest undertaking of your adventure, you must clamber out of the train wreckage and seek a way through the maze of canyons to the Tiger's Nest—a massive and ancient structure hewn into the cliffs themselves. This is achieved by battling through the outer canyons, commandeering a mine car and moving it to detonate in front of the inner canyons, and then working your way toward a ceremonial bridge. You must find a way (via a gas-filled mine) to lower the bridge, so your final confrontation with the real powers behind the clans can occur.

RATTLESNAKE OUTER CANYONS

Collectibles (All Maps)

31	Kusagari Totems
21	Wanted Posters
S 3	Comm Towers



LEGEND: LOCATION

1. Train Crash Site
2. Rattlesnake Hamlet (Entrance)
3. Rattlesnake Hamlet (Cave)
4. Sheriff's Office (Interior) (Safehouse)
5. Small Canyon Bridge and Tunnel
6. Primary Comm Tower, Railroad Bridge, and Inner Canyon Entrance
7. Drawbridge and Cargo Elevator
8. Cliffside Cargo Bay
9. Tamiko's Hideout (Interior) (Safehouse)
10. Mine Cart and Bridge Junction

NEW OBJECTIVE: FIND THE SHERIFF STATION

LOCATION #1: TRAIN CRASH SITE

First Visit

Valuables

- 1/31: $3,000
- 2/31: $3,000
- 1/21: $5,000

Enemies

- T-58 Drone × 4



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shooting the exploding barrel as they sprint toward you. Then finish the last before looking around. Don't forget the skull ornament attached to one of the buildings; you can shoot it for the cash it contains. Then investigate the treasures this location holds.



There's a Wanted poster in front of you, and a Sheriff Star is cunningly hidden on a balcony overlooking the fissure on front (north) of you, to the right of the cluster of barrels. But there's more to explore above you; turn right (southeast) and cut through the fence, moving around behind one of the hamlet's buildings. There's scenery to smash for cash, a climbable wall leading to a small comm tower (you can't access it yet), and the bridge you moved under during the Jackal battle. On the other side is a Token. Drop down from the bridge and climb the steps to the northwest.

ADDITIONAL ASSETS



Item: Wanted Poster 1/10
Related Objective: Find the Wanted Posters
Accessible Now? Yes
One of the most important items is a Wanted poster straight in front of you. Although the objective "Find the Wanted Posters" hasn't officially been accessed yet, you can still start this objective, and you should.

Item: Secondary Comm Tower 1/2
Related Objective: Hack the Comm Towers
Accessible Now? No

Item: Katakara Patrol
Related Objective: Defeat Katakara Patrols
Accessible Now? No



Sheriff Star #3: On the covered balcony overlooking the fissure, this star is visible when looking eastward from the steps near the cluster of barrels in Rattlesnake Hamlet.



Token #2: Across the bridge on the western upper alcove above Rattlesnake Hamlet is a Token.

LOCATION #3: RATTLESNAKE HAMLET (CAVE)

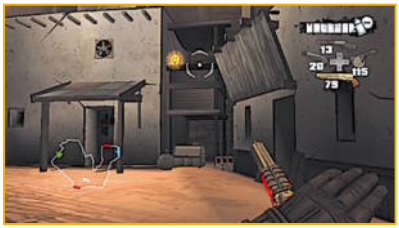
First Visit

Valuables	Enemies
4/31: $3,000	Jackal Thug × 2
	Katakara Gunner × 1
	Katakara Tank × 2



At the top of the steps is an open drawbridge over the impassable fissure, but the controls aren't working, forcing you immediately into a large cave where the upper part of Rattlesnake Hamlet is located. Step around the corner and deliver a blow to the waiting foes before they charge you. Deal with the Jackals and Gunner before facing down both Tanks (when in doubt about your aggressive techniques, parry using The Tiger, then counter with massive strong attacks). You can then enter the sheriff's office after you search for a couple of items.

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Sheriff Star #4: Look between the buildings along the southern wall of the cave.

ADDITIONAL ASSETS



Item: Wanted Poster 2/10
Related Objective: Find the Wanted Posters
Accessible Now? Yes
The second Wanted poster is in the darkened corner to the left (west) of the sheriff's office entrance, in the cave.

LOCATION #4: SHERIFF'S OFFICE (INTERIOR)

First Visit

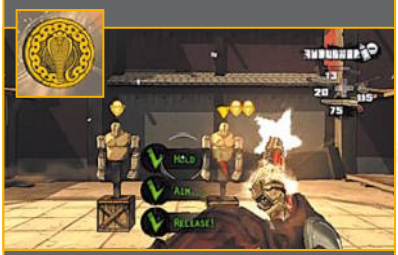
Techniques and Upgrades	Cost ($$$)
Kusagari Power: The Cobra	Free
Johnnygun Upgrade: Piercing	$50,000
Johnnygun Ammo Upgrade: Ammo IV	$42,000
Johnnygun Ammo Upgrade: Ammo V	$60,000
Sidewinder Upgrade: Reload Time II	$25,000
Sidewinder Upgrade: Rate of Fire II	$25,000
Sidewinder Upgrade: Accuracy II	$25,000
Sidewinder Upgrade: Explosive Shots	$75,000
Sidewinder Ammo Upgrade: Ammo II	$19,000
Sidewinder Ammo Upgrade: Ammo III	$32,000
Sidewinder Ammo Upgrade: Ammo IV	$45,000
Sidewinder Ammo Upgrade: Ammo V	$75,000

NEW OBJECTIVE: TRAIN WITH JIAN



You're told that Jian is waiting for you outside, so don't disappoint him; move through the office into the training yard, where you're able to learn the impressive powers of The Cobra!

TRAINING WITH JIAN: THE COBRA



Remember the following when attempting this technique:

- Use The Cobra to fire many bullets at once.
- Hold B and aim with the Wii Remote to pick targets. Release B to shoot.
- Notice the gold target symbols appearing over the enemy's head? They ensure you're successful in your aiming.
- The Cobra is handy because it can also hit multiple targets; simply move your Wii Remote to different targets while holding B.
- Although excellent and impressive fun, this power does tend to drain your ammo supplies, and there are Katana techniques that are just as potent. However, this is great for taking out multiple Jackals or Gunners from long range.

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NEW OBJECTIVE: TAKE A NEW MISSION

You can now purchase new upgrades at the weapons store, located in this building. You should buy upgrades to the weapon you use most commonly—usually the Johnnygun as the Longarm and Twin-Barrel's upgrades should already have been maxed if you've been collecting enough cash! The Sidewinder's upgrades are a good choice and vital tools for taking down a future boss, so bag them! You can purchase ammunition here, too! Don't forget to return and buy more of these upgrades throughout your time in this stage.

NOTE

All of the weapon upgrades previously accessible are available here, too: In fact, some of them must be purchased before these newly available upgrades can be bought.

Now take a look at the mission wall and obtain two new objectives before you leave the premises.

NEW OBJECTIVE: FIND THE PRIMARY COMM TOWER

NEW OBJECTIVE: FIND THE WANTED POSTERS (OPTIONAL)

OPTIONAL OBJECTIVE: FIND THE WANTED POSTERS

Objective Complete: $25,000

This table lists all ten locations where you'll find Wanted posters. When you're given this objective, you're likely to have destroyed two of the ten posters already. Note that some Wanted posters are only available much farther into this stage. The continuing walkthrough and location maps give pictures and reference where each poster is. You have until you reach a point of no return to shoot or slice them all.

NOTE

Wanted posters 1–7 are available prior to entering the Rattlesnake Quarry.
Wanted posters 8–10 are available once you gain access to Rattlesnake Canyon's Inner Temple.

Wanted Poster #	Location #	Description
1	2	At the foot of the right-side building as you enter Rattlesnake Hamlet, near the steps.
2	3	In the darkened corner to the left (west) of the sheriff's office entrance, in the cave.
3	5	To the right of a bird carving, by the upper mine exit in the area of the small canyon bridge and tunnel.
4	6	Near some scattered crates, facing the railroad bridge in the eastern part of the primary comm tower location.
5	7	On the upper balcony of the run-down mining store, between the drawbridge and cargo elevator.
6	8	On the cliff (ground level), in the western part by the raised gate, in the cliffside cargo bay.
7	10	On the cliff to the south of the bridge junction, next to the large concrete bridge post, near the path back to the cliffside cargo bay gate.
8	23	On the entrance cliff just left (east) of the entrance, overlooking Tiger's Nest in the distance, on the Inner Temple cliffs chasm.
9	24	In the small entrance area near the collapsed blue ceremonial wall, on the southern edge of the area near the Kusagari dojo.
10	27	By the crates and steps in the middle of Traitor's Cavern.

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LOCATION #3: RATTLESNAKE HAMLET (CAVE) TO

LOCATION #5: SMALL CANYON BRIDGE AND TUNNEL

Second Visit (#3) and First Visit (#5)

Valuables	Enemies
5/31: $3,000	T-58 Drone × 3



Exit back into the Rattlesnake Hamlet cave, and take the door to the right (south), which leads to a small wooden bridge over a bottomless canyon. Keep your wits about you, and ideally the Johnnygun primed, so you can shoot the Drones that float by; there's a $10,000-plus haul to grab from them! Then bring your destructive nature to bear on the scattered collection of crates. There's a bird carving to the left of a Wanted poster, under a mine tunnel entrance you can't climb up to, and there is a Sheriff Star to find. When you're done, head into the tunnel and open the door at the opposite (northwest) end.

TIP

Try shooting the explosive barrel on the left side at the end of the bridge just as the Drones are passing over it, to destroy or damage more than one; then finish any stragglers with rapid-fire Johnnygun shots.



Sheriff Star #5: Search behind the crates and rocky point on the northern side of the small canyon bridge and tunnel.

ADDITIONAL ASSETS

Item: Ceremonial Bird Carving
Related Objective: Retrieve the Kusagari Totems
Accessible Now? No

Item: Katakara Patrol
Related Objective: Defeat Katakara Patrols
Accessible Now? No



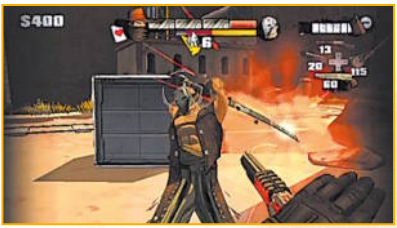
Item: Wanted Poster 3/10
Related Objective: Find the Wanted Posters
Accessible Now? Yes
The third poster is to the right of a bird carving, by the upper mine exit in the area of the small canyon bridge and tunnel.

LOCATION #6: PRIMARY COMM TOWER, RAILROAD BRIDGE, AND INNER CANYON ENTRANCE

First Visit

Valuables	Enemies
Objective Complete: $12,000	Jackal Thug × 6
6/31: $3,000	Katakara Gunner × 2
7/31: $3,000	
3/21: $5,000	

NEW OBJECTIVE: ACTIVATE THE PRIMARY COMM TOWER



Your objective updates as soon as you pass through into this location. Move to the opening in the tunnel and you can see the primary comm tower sitting by a canyon edge, near a

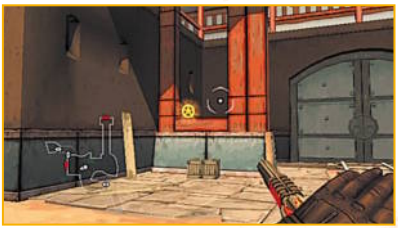
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railroad track and bridge. Look closer, and you can just spot a Sheriff Star on the tower building. Turn left (west) and drop into a small rocky storage area that leads out onto the railroad tracks. Face some foes here, at the entrance to a temple and inner canyon on your left (west). Tackle six Jackal Thugs and two Gunners. Stay at the mouth of the cave so the Gunners don't attack until the Jackal Thugs are defeated.



Once the threats are dealt with, inspect the location for one easy-to-spot and one easy-to-miss Sheriff Star. The gates to the temple near the easily spotted star are sealed, but a couple of hidden cliff ledges lead to a Token and ceremonial bird carving near some ammo. Next, check the opposite (east) area for a Wanted poster, and look at the bridge, which isn't accessible yet. Remember this location for later, as you return here at least two more times. When the collectibles are grabbed, press the comm tower switch on and claim your instant reward. As you speak with Tamiko, leave the same way you came in because this location is temporarily a dead end.

NEW OBJECTIVE: RETURN TO SHERIFF JUDD



Sheriff Star #6: On the ceremonial fence at the sealed temple entrance (left/south side), near the primary comm tower and railroad bridge is a star.



Sheriff Star #7: This star is sitting on the roof of the primary comm tower building, near the railroad bridge.



Token #3: On a small, lower cliff ledge in the northwest corner of the primary comm tower location, near the temple entrance, is a Token.

ADDITIONAL ASSETS

Item: Ceremonial Bird Carving
Related Objective: Retrieve the Kusagari Totems
Accessible Now? No



Item: Wanted Poster 4/10
Related Objective: Find the Wanted Posters
Accessible Now? Yes
This poster is near some scattered crates, facing the railroad bridge in the eastern part of the primary comm tower location.

LOCATION #5: SMALL CANYON BRIDGE AND TUNNEL

Second Visit

Enemies

- T-60 Drone × 3
- Katakara Gunner × 2



Open the doors and move into the tunnel that opens up to the small canyon bridge; prepare to shoot three incoming

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Drones out of the sky, or expertly dodge them so you aren't harmed by their suicidal explosions. Keep the two Gunners at bay behind the Drones by blasting the barrel at the end of the bridge. When the fracas is over, cross the bridge and head back through the Rattlesnake Hamlet cave to the sheriff's office for another objective.

NEW OBJECTIVE:
PROTECT TAMIKO'S HIDEOUT

NEW OBJECTIVE:
HACK THE COMM TOWERS (OPTIONAL)

OPTIONAL OBJECTIVE: HACK THE COMM TOWERS

Objective Complete: $29,000

This table lists locations where you'll find secondary comm towers. You're likely to have seen one of the towers already. Note that the other tower is only available much farther into this stage. The continuing walkthrough and location maps give pictures and reference where both towers are. You have until you reach a point of no return to activate them.

Comm Tower #	Location #	Description
1	2	On top of one of the buildings in the Rattlesnake Hamlet entrance, accessed via the wall climb at the rear of the building.
2	10	On the balcony of the warehouse building in the northwest corner of the mine cart and bridge junction location.

LOCATION #3: RATTLESNAKE HAMLET (CAVE) TO

LOCATION #2: RATTLESNAKE HAMLET (ENTRANCE)

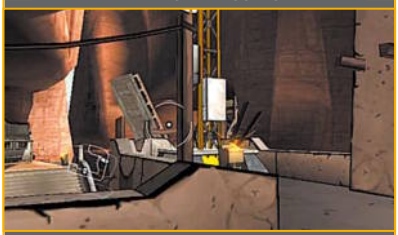
Third Visit (#3) and Second Visit (#2)

Enemies

Katakara Gunner × 2

Return to the cave, where two Katakara Gunners are easily dealt with, and then move to the drawbridge by the fissure, which is now accessible. Before you lower the drawbridge and head across, venture back down the steps, into the hamlet entrance, and slice the fence open, allowing you to climb the rear of a building that leads up to the secondary comm tower you visited before. Hack into this tower before dropping down and heading back up the steps.

ADDITIONAL ASSETS



Item: Secondary Comm Tower 1/2
Related Objective: Hack the Comm Towers
Available Now? Yes
The first comm tower is on top of one of the buildings in the Rattlesnake Hamlet entrance, accessed via the wall climb at the rear of the building.

LOCATION #7: DRAWBRIDGE AND CARGO ELEVATOR

First Visit

Valuables

8/31: $3,000

4/21: $5,000

Enemies

Jackal Thug × 2

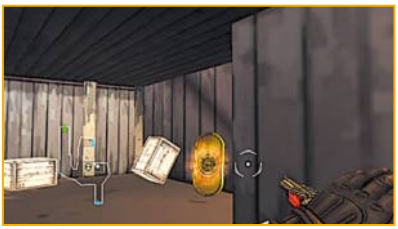


Cross the drawbridge, heading for the dilapidated mining store ahead of you. Move to the right (east) side of the store, which is on stilts, and check the area below the balcony for some chests and crates, as well as ammo and a Token. Venture back to the fissure's edge and engage a couple of Jackal Thugs in combat (there's an explosive barrel here to shorten this fight).

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TIP

This is an excellent time to perfect some of the attacks that daze enemies or throw them off the sides of cliffs, such as The Dragon, The Eagle, or firing explosive or hard-hitting bullets from different weapons.



Token #4: Look in the small storage area under the upper balcony of the mining store, between the drawbridge and cargo elevator.



Before you head to the elevator, the mining store needs further investigation. Climb up to the balcony where you found the Token; it holds a Wanted poster, some ammo, and a small chest. Drop back down, then smash through the crates to the left (west) of the building and climb around and behind the structure. This not only leads to a Sheriff Star, but also steps down into a hidden storage bunker filled with crates and another odd bird carving. Now backtrack to the cliff edge, move around to the northwest cargo elevator, and activate it.



Sheriff Star #8: Spot this star on a roof beam at the entrance to the bunker behind the mining store, between the drawbridge and cargo elevator.

ADDITIONAL ASSETS



Item: Ceremonial Bird Carving
Related Objective: Retrieve the Kusagari Totems
Accessible Now? No

Item: Wanted Poster 5/10
Related Objective: Find the Wanted Posters
Accessible Now? Yes
This poster is on the upper balcony of the run-down mining store, between the drawbridge and cargo elevator.

Item: Katakara Patrol
Related Objective: Defeat Katakara Patrols
Accessible Now? No

LOCATION #8: CLIFFSIDE CARGO BAY

First Visit

Valuables

Objective Complete: $14,000
5/21: $5,000

Enemies

Katakara Soldier × 2
Katakara Gunner × 1
Sword Ninja × 2



The cargo elevator trundles northward and deposits you at a clifftop area with a multitude of barrels and boxes. The five foes are your main concern, though; use the scenery to hide behind and take down the Soldiers and Gunner, either with shots at barrels or severe slashing. Beware of the two Sword Ninjas appearing afterward; this is the ideal time to perfect newly learned (or purchased) techniques, such as The Shot. If in doubt, try The Guillotine or parrying with The Tiger and countering. When the foes are defeated, your objective updates.

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TIP

Try targeting the rear Gunner using The Cobra; you may find this technique becomes more useful if you can quickly remove ranged attackers first, then concentrate on using your sword on those closer to you.

NEW OBJECTIVE: SPEAK WITH TAMIKO

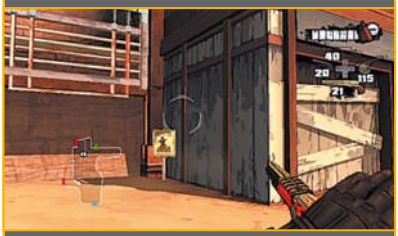


Tamiko is in the warehouse directly ahead (north) of the cargo elevator entrance, but before you head there it's worth checking the area for goods. Turn left (west) and locate another Wanted poster; this is by a gate that's locked from above. You can't lower it from this side; you must enter this location from an upper clifftop path later on. Before you open Tamiko's door, check the entire building to the left (northwest); there's another door here that's locked, and two balconies have a variety of scenery to smash.



Token #5: On the second (upper) balcony atop the northwest warehouse building in the cliffside cargo bay is a Token.

ADDITIONAL ASSETS



Item: Wanted Poster 6/10
Related Objective: Find the Wanted Posters
Accessible Now? Yes
This poster is on the cliff (ground) level, in the western part by the raised gate, in the cliffside cargo bay.

LOCATION #9: TAMIKO'S HIDEOUT (INTERIOR)

First Visit

Techniques and Upgrades	Cost ($$$)
Kusagari Powers: The Bear Upgrade: Damage Upgrade I	$10,000
Kusagari Powers: The Bear Upgrade: Stun Upgrade I	$10,000
Kusagari Powers: The Bear Upgrade: Area of Effect I	$10,000
Kusagari Powers: The Bear Upgrade: Damage Upgrade II	$20,000
Kusagari Powers: The Bear Upgrade: Stun Upgrade II	$20,000
Kusagari Powers: The Bear Upgrade: Area of Effect II	$20,000
Kusagari Powers: The Eagle Upgrade: Damage Upgrade II	$20,000
Kusagari Powers: The Cobra Upgrade: Damage Upgrade I	$10,000
Kusagari Powers: The Cobra Upgrade: Number of Shots I	$10,000
Kusagari Powers: The Cobra Upgrade: Charge Speed I	$10,000
Kusagari Powers: The Cobra Upgrade: Damage Upgrade II	$20,000

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Techniques and Upgrades	Cost ($$$)
Kusagari Powers: The Cobra Upgrade: Number of Shots II	$20,000
Kusagari Powers: The Cobra Upgrade: Charge Speed II	$20,000
Kusagari Powers: The Dragon Upgrade: Damage Upgrade I	$10,000
Kusagari Powers: The Dragon Upgrade: Force I	$10,000
Kusagari Powers: The Dragon Upgrade: Damage Upgrade II	$20,000
Kusagari Powers: The Dragon Upgrade: Force II	$20,000
Kusagari Powers: The Tiger Upgrade: Protect Time II	$20,000
Kusagari Powers: The Tiger Upgrade: Force II	$20,000
Katana Upgrade: Damage Upgrade IV	$50,000
Katana Upgrade: Damage Upgrade V	$90,000
Hidden Strike: The Ram	$26,000
Hidden Strike: The Crush	$30,000
Hidden Strike: The Reaper	$40,000



After complimenting you for not dying, Tamiko encourages you to take a new mission, which is easily accomplished at the mission wall. Before you leave this location, however, you must purchase some additional techniques and powers at Jian's forge. Then head back out to the cliffside cargo bay.

NEW OBJECTIVE: TAKE A NEW MISSION

TIP

This is the last location where you can access Jian's forge. You should (and must) spend all of your cash either here or back at Judd's office before finishing this stage. As there are no further friendly locations in this adventure, this is your last chance. Spend wisely, but spend all your funds! Don't forget to return and buy more of these upgrades throughout your time in this stage.

NOTE

If you purchase everything here, Kusagari powers are now fully maximized, your Katana blade is now fully maximized with power, and all hidden strikes have been learned.

TRAINING WITH JIAN
THE RAM ($26,000)

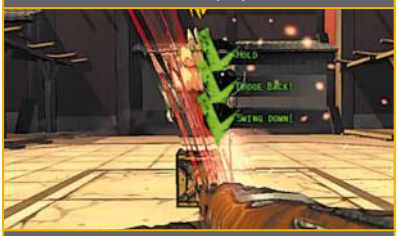


This is a fierce forward attack with the Katana's handle that breaks the enemy's guard. Remember the following when attempting this technique:

- Combine two basic moves to trigger The Ram: Tap (Ⓐ), then swing down.
- You can stun enemies with The Ram and then finish them (with a stab finisher; look for the indicator).
- The Ram plus a stab finisher is a stun combo.
- You can also use The Ram as a finisher. When you see the swing down finisher indicator, use The Ram to finish enemies.
- The Ram is also good for covering distance; learn to perform this technique instead of moving forward and then attacking.
- This strike is primarily useful for attacking foes such as Ninjas or Katakara Tanks that tend to defend constantly.

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THE CRUSH ($30,000)



This is a long-range vertical attack that can break light armor in one hit. Remember the following when attempting this technique:

- Combine three basic moves to trigger The Crush: Dodge back, then swing down. This is achieved by holding ⓩ, then pressing Ⓐ and swinging the Wiimote down at the same time.
- Initially, this may be difficult. Learn to quickly flick using ⓩ, and immediately press Ⓐ and swing.
- You can knock enemies to their knees with The Crush and then finish them. Look for the swing finisher to complete the combo.
- The Crush with a horizontal swing finisher is a kneeling combo.
- You can also use The Crush as a finisher. When you see the swing down finisher indicator, use The Crush to finish enemies.
- Basically, perform the entire maneuver (hold ⓩ, then press Ⓐ and swing the Wiimote down) on a prone enemy.
- The Crush finisher gives you an extra cash reward and is very satisfying!
- Learn this strike! It is an excellent attack, as it covers a huge amount of distance, meaning you don't need to get shot or sliced as much when charging to attack; it hits automatically instead of you having to position yourself close to a foe.
- This is similar to The Reaper, but the attack is vertical, not horizontal. If your foe blocks The Crush, simply follow up with The Reaper!
- The Crush and The Reaper are the keys to finishing some bosses effectively.

THE REAPER ($40,000)



A long-range horizontal swing with the ability to destroy medium armor in a single hit, this attack is so powerful that the enemies near you are knocked back during the attack. Remember the following when attempting this technique:

- Combine three basic moves to trigger The Reaper: Dodge back, then swing horizontally.
- This is achieved by holding ⓩ, then pressing Ⓐ and swinging the Wiimote left to right or right to left at the same time.
- Initially, this may be difficult. Learn to quickly flick using ⓩ, then immediately press Ⓐ and swing.
- You can knock enemies down with The Reaper and then finish them. Look for the swing down finisher to complete the combo.
- The Reaper plus a swing down finisher is a knockdown combo.
- You can also use The Reaper as a finisher. When you see the horizontal swing finisher indicator, use The Reaper to finish enemies.
- Basically, perform the entire maneuver (hold ⓩ, then press Ⓐ and swing the Wiimote horizontally) on a prone enemy.
- The Reaper finisher gives you extra cash reward and is very satisfying!
- Learn this strike! It is an excellent attack, as it covers a huge amount of distance, meaning you don't need to get shot or sliced as much when charging to attack; it hits automatically instead of you having to position yourself close to a foe.
- This is similar to The Crush, but the attack is horizontal, not vertical, and it knocks other nearby foes back, too.
- If you find your foe is blocking The Reaper, simply follow up with The Crush!
- The Crush and The Reaper are the keys to finishing some bosses effectively.

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NEW OBJECTIVE: DESTROY THE MINE CARTS

NEW OBJECTIVE: RETRIEVE THE KUSAGARI TOTEMS (OPTIONAL)

NEW OBJECTIVE: DEFEAT KATAKARA PATROLS (OPTIONAL)

NOTE

You now have five active objectives (Wanted posters, comm towers, totems, patrols, and mine carts). Don't feel overwhelmed; the walkthrough details the optimal path to complete all these tasks!

OPTIONAL OBJECTIVE: RETRIEVE THE KUSAGARI TOTEMS

Objective Complete: $27,000

This table lists all four locations where you'll find a Kusagari totem, plus a fifth location where a ceremonial bird carving is positioned, but without a totem on its head. When you're given this objective, you're likely to have seen three of the five carvings already. Note that some totems are only available much farther into this stage. The continuing walkthrough and location maps give pictures and reference where each totem is. You have until you reach a point of no return to collect them all.

Kusagari Totem #	Location #	Description
1	7	This is tucked away in the bunker behind the mining store between the drawbridge and cargo elevator.
2	1	This is under the overhang where you first began this stage. Beware of Sword Ninjas after picking this totem up.
3	6	Up on the lonely cliff ledge overlooking the main canyon a totem is on top of the ceremonial carving. This is an easy one to miss!
4	10	Under an overhang in the eastern part of the mine cart and bridge junction.
5	5	The totem in this location is empty. Ignore it during your hunt.

OPTIONAL OBJECTIVE: DEFEAT KATAKARA PATROLS

Objective Complete: $25,000



This table lists all three locations where you'll find a Katakara patrol to defeat. The first is mandatory, but the other two mean returning to other locations. You have until you reach a point of no return to defeat all three.

Katakara Patrol #	Location #	Description
1	7	Jackal Thug × 5, Katakara Tank × 2
2	1	Katakara Tank × 1, Katakara Gunner × 1, Katakara Soldier × 3
3	5	Katakara Tank × 1, Katakara Gunner × 1, Sword Ninja × 2

LOCATION #8: CLIFFSIDE CARGO BAY TO

LOCATION #7: DRAWBRIDGE AND CARGO ELEVATOR

Second Visit

Enemies

- Jackal Thug × 5
- Katakara Tank × 2
- Katakara Gunner × 2
- T-58 Drone × 3

NOTE

If you're not interested in the optional objectives (because you wish to complete this quickly, or you've already upgraded all the techniques you want), simply head to location #10 from the cliffside cargo bay. Otherwise, a spot of backtracking is in order.

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NOTE

You could also go to location #10, extend the bridge to the primary comm tower (location #6), and then scour the first few locations for objective items, but this isn't quite as quick and easy.





Step back out into the cliffside cargo bay, which is empty. Tamiko has unlocked the door to your right (west), up on the balcony of the other warehouse, but don't head there until after some backtracking. Instead, move across to the cargo elevator and ride it up (south) back to location #7. As you round the corner, prepare to face your first Katakara patrol! Then crash through the crates and move behind and into the bunker of the mining store, and secure the now-glowing totem from the ceremonial bird carving. Then return to the drawbridge, fighting two Gunners and three Drones that have appeared.

TIP

Take down these enemies by practicing the three final hidden strikes you should have just bought. The Reaper is officially awesome!!

ADDITIONAL ASSETS



Item: Katakara Patrol 1/3
Related Objective: Defeat Katakara Patrols
Accessible Now? Yes
The first few foes are easy to defeat, but watch for two Katakara Tanks as your final two adversaries.



Item: Ceremonial Bird Carving 1/4
Related Objective: Retrieve the Kusagari Totems
Accessible Now? Yes
This is tucked away in the bunker behind the mining store between the drawbridge and cargo elevator.

NOTE

You should have already retrieved the Wanted poster in this location.

LOCATION #2: RATTLESNAKE HAMLET (ENTRANCE) TO

LOCATION #1: TRAIN CRASH SITE

Third Visit (#2) and Second Visit (#1)

Enemies

- Katakara Tank × 1
- Katakara Gunner × 1
- Katakara Soldier × 3
- Sword Ninja × 2

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Cross the drawbridge, ignoring the hamlet's cave entrance in front (south) of you, and turn left (west) and move down the steps into the Rattlesnake Hamlet entrance. One of the two secondary comm towers is here if you didn't already activate it. Head around the corner to the southeast, where your second Katakara patrol must be faced.



When the coast is clear, move across the bridge, passing the train wreckage, and leap the broken bridge to reach the starting place, where the second totem is located. Beware of Ninjas dropping in to halt your progress as you grab the totem; retaliate with your favorite techniques, or perfect those just learned. Then head back to the hamlet, up the steps, and left (south) into the cave, near the drawbridge.

LOCATION #3: RATTLESNAKE HAMLET (CAVE) TO

LOCATION #5: SMALL CANYON BRIDGE AND TUNNEL

Fourth Visit (#3) and Third Visit (#5)

Valuables

Objective Complete: $25,000

Enemies

- Katakara Tank × 1
- Katakara Gunner × 1
- Sword Ninja × 2



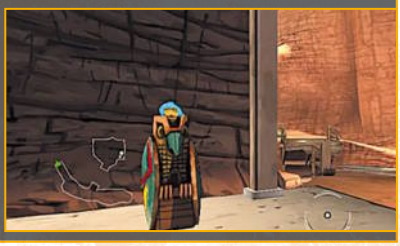
Move straight across to the green door leading into location #5, and then cross the bridge, bringing your weapons out as you're met by fierce resistance from another Katakara patrol. The Tank and the two Sword Ninjas are a particular problem, so don't forget your new moves! Finishing this fight results in a tidy objective reward to bag. Then head out of the tunnel exit.

ADDITIONAL ASSETS

Item: Katakara Patrol 2/3
Related Objective: Defeat Katakara Patrols
Accessible Now? Yes
Beat down the Tank, then shoot the Gunner before turning and facing down three Soldiers in the Rattlesnake Hamlet entrance.



Item: Ceremonial Bird Carving 2/4
Related Objective: Retrieve the Kusagari Totems
Accessible Now? Yes
This is under the overhang where you first began this stage. Beware of Sword Ninjas after picking this totem up.



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ADDITIONAL ASSETS



Katakara Patrol 3/3
Related Objective: Defeat Katakara Patrols
Accessible Now? Yes
Beat down the Tank, then shoot the Gunner before defeating two Sword Ninjas and claiming the objective reward.



Item: Kusagari Totem (Empty)
The carving here does not contain a totem; don't get confused thinking you've been here before or have already bagged this totem! There are five carvings but only four totems.

NOTE

You should have already retrieved the Wanted poster in this location.

LOCATION #6: PRIMARY COMM TOWER, RAILROAD BRIDGE, AND INNER CANYON ENTRANCE TO

LOCATION #8: CLIFFSIDE CARGO BAY

Second Visit (#6) and Third Visit (#8)

Enemies

- Katakara Gunner × 2
- Katakara Soldier × 1
- Katakara Tank × 1



Return to the location where you switched on the primary comm tower, which is now suspiciously devoid of foes. Crash through the barrel and crates to reach the wall leading down to the ledge where you found a Token, then up to secure your third totem. Then backtrack to the comm tower railroad and face down two Gunners. After that, retrace your steps all the way back to the cliffside cargo bay: A Tank and a Soldier are in location #5, but the rest of the route is devoid of foes.



When you reach the cliffside cargo bay, having stepped out again from the cargo elevator, locate the newly unlocked door in the raised floor of the warehouse to the northwest. You're about to engage in a frantic battle, so it is wise to purchase any additional upgrades you can afford from Tamiko's hideout first.

ADDITIONAL ASSETS



Item: Kusagari Totem 3/4
Related Objective: Retrieve the Kusagari Totems
Accessible Now? Yes
Up on the lonely cliff ledge overlooking the main canyon is this totem on top of the ceremonial carving. This is an easy one to miss!

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LOCATION #10: MINE CART AND BRIDGE JUNCTION

First Visit

Valuables	Enemies
Objective Complete: $27,000	Katakara Soldier × 2
Objective Complete: $29,000	Katakara Chaingunner × 1
9/31: $3,000	Katakara Gunner × 2
10/31: $3,000	Sword Ninja × 2



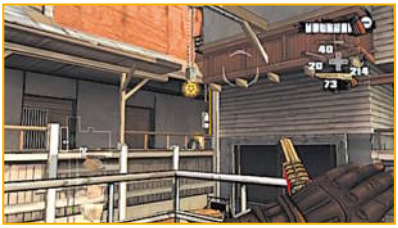
The moment you step out into this sandy cliff area with mine railroad tracks and two well-guarded carts to attack, you're in for some fraught combat. You may wish to quickly pound the ground with The Bear and quickly deal with the Chaingunner before he rakes you with his gun. The four remaining foes are easier to defeat. Another excellent plan is blowing up the explosive barrels nearby and on the first mine cart. Save the second mine cart (sitting on the track junction ahead of you) for after combat ends.



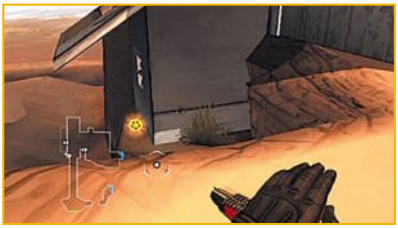
Your main objective is to destroy three mine carts, so blow the one sitting to the right of two barrels across from you by exploding the barrels themselves. The third mine cart isn't in this location, so set about claiming the additional collectibles and finishing two more objectives while you're here: Claim the last totem and climb the small tower to secure a little more cash. From the tower you can easily spot a Sheriff Star.



Drop down and fend off the attack of two Sword Ninjas. Then find the second Sheriff Star in this location, at the front of the main building overlooking the west side of the canyon. Next, climb that building and hack the other secondary comm tower, raking in some considerable extra cash in the process!



Sheriff Star #9: This is dangling from the end of a winch hook above the second mine cart.



Sheriff Star #10: A star rests on the cliff edge at the foot of a lean-to on the western side of the warehouse area.

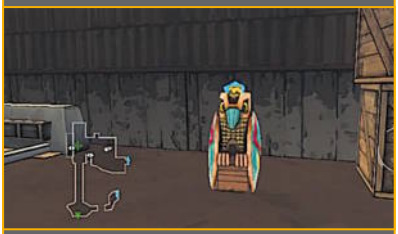


With the location cleared, you can open the bridge gate and move southward, across the large chasm, ignoring the threats over the radio. When you reach the far (south) end, there's a large door blocking your pathway along the railroad track. Open it in a moment. First, shoot your seventh Wanted poster, and then if you like, head east, hopping the gaps in a new path that leads back to the cliffside cargo bay and the

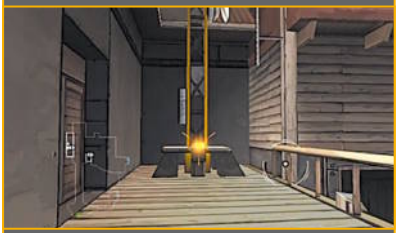
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gate you couldn't lower. You can now do so by shooting the two red locks out from this side, making a return journey to Tamiko a little quicker. Then open the bridge gate, head inside, open the second bridge gate, and exit back out to location #6.

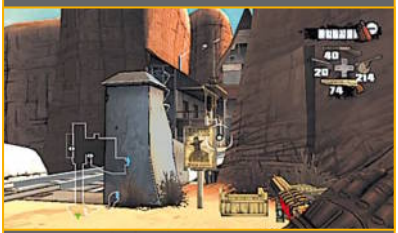
ADDITIONAL ASSETS



Item: Kusagari Totem 4/4
Related Objective: Retrieve the Kusagari Totems
Accessible Now? Yes
The last totem is under an overhang in the eastern part of the mine cart and bridge junction.



Item: Secondary Comm Tower 2/2
Related Objective: Hack the Comm Towers
Available Now? Yes
This comm tower is on the balcony of the warehouse building in the northwest corner of the mine cart and bridge junction location.



Item: Wanted Poster 7/10
Related Objective: Find the Wanted Posters
Accessible Now? Yes
This poster is on the cliff to the south of the bridge junction, next to the large concrete bridge post, near the path back to the cliffside cargo bay gate.

Heading back to Tamiko is a great idea, especially after completing those two objectives. Spend up on more upgrades before continuing south down the railroad track.

LOCATION #6: PRIMARY COMM TOWER, RAILROAD BRIDGE, AND INNER CANYON ENTRANCE

Third Visit

Valuables	Enemies
Objective Complete: $20,000	Katakara Tank × 1
	Katakara Gunner × 2
	Boss: Okaji



The bridge across to the primary comm tower location has been extended. This means you have an additional route to take if you want to wander around the first 10 Rattlesnake Canyon locations. For now, though, turn the corner and face down a Tank and two Gunners guarding the final (third) mine cart. Shoot the cart to damage the two Gunners and then deal with the Tank. Once the smoke clears and the objective is awarded, your main adversary makes his presence known!

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BOSS BATTLE: OKAJI



Aside from effective parrying, dodging, and knocking Okaji's armor off him, there is a plan to more easily defeat this fearsome foe, who is especially troublesome on Ninja difficulty: Use a powered-up Sidewinder gun (✣) to quickly remove Okaji's armor. If this isn't available, execute The Reaper instead. When the armor is off, follow up with immediate strong attacks or more gunfire.



Then back away, as Okaji always performs an earthquake; orange flames fan out from his powerful ground attack. This can knock you over, so back up to avoid it or you'll fall and receive damage as he reaches and smashes you.

After a few moments, Okaji repairs his armor, which you cannot do anything about, so simply wait until his armor is replenished and begin the same attack strategy again; you need to whittle his health down after removing his armor, back up to avoid the earthquake, and repeat until all his health is gone.

NEW OBJECTIVE: RETURN TO TAMIKO

LOCATION #9: TAMIKO'S HIDEOUT

Second Visit



Return to Tamiko's hideout, heading north then east along the path to the locked gate in the cliffside cargo bay (shown), dropping down, and crossing into the hideout itself. Inspect the mission wall, which gives you your next objective. Then purchase any upgrades you want and go back out into the cliffside cargo bay.

NEW OBJECTIVE:
ENTER RATTLESNAKE QUARRY

LOCATION #10: MINE CART AND BRIDGE JUNCTION

Second Visit

Enemies

- Katakara Gunner × 2
- Sword Ninja × 1
- Katakara Soldier × 1



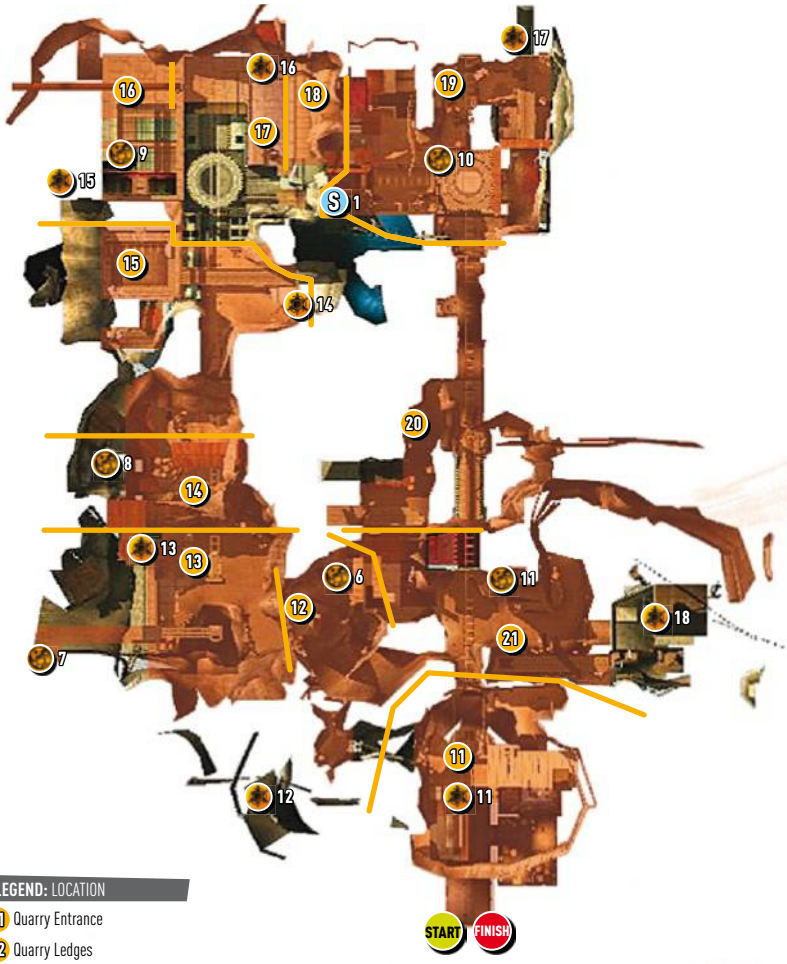
Exit into the cliffside cargo bay, where three new foes can easily be defeated thanks to your superior skills. Once the Gunners and Ninja are defeated, choose either exit to the right (west)—the dropped gate or the door on the balcony—to reach location #10, where a Katakara Soldier awaits you. Defeat him, then look for the gate in the northwest corner, below the secondary comm tower. Open it and the connecting gate to enter Rattlesnake Quarry!

NOTE

Don't worry; the quarry isn't a point of no return, meaning that your ongoing Wanted Posters objective is still active!

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RATTLESNAKE QUARRY



LEGEND: LOCATION

11 Quarry Entrance
12 Quarry Ledges
13 Mine Car Southern Terminus
14 Gate Controls
15 Cargo Control Bridge
16 Explosives Storage Warehouse
17 Northern Terminus and Gate Controls
18 Northeast Gate Controls
19 Northeast Cargo Elevator and Control Room
20 Long Tunnel and Gate Controls
21 Quarry Plateau

NOTE

Rattlesnake Quarry is wandered through in a clockwise circle, and you visit each location (except #11) only once.

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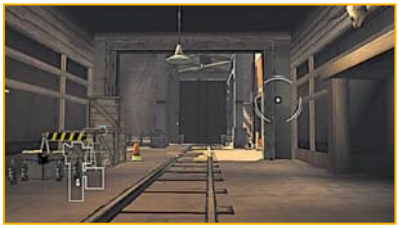
LOCATION #11: QUARRY ENTRANCE

First Visit

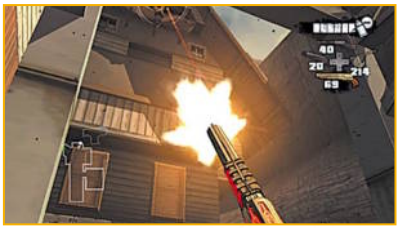
Valuables

11/31: $3,000

NEW OBJECTIVE: FIND A MINE CAR



While your team chatters on the radio, head forward (north) toward the edge of a retracted bridge. You surmise that the controls above and right (northeast) of you—out of reach—activate this crossing point. You'll reach that point later. For the moment, turn around and locate the Sheriff Star high up on the gable roof of the quarry entrance, and then backtrack to the door on the right (east) side. This leads to a storage room with a numerous chests and other scenery to smash. Then head back outside, locate the remains of a wooden bridge to the far left (northwest), and leap the gap to location #12.



Sheriff Star #11: Floating very high up in the gable of the entrance building exterior; turn south and look up to see it in the quarry entrance.

LOCATION #12: QUARRY LEDGES

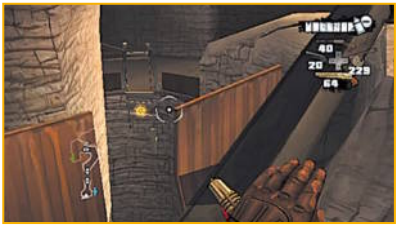
Valuables

12/31: $3,000

6/21: $5,000



When you land, peer over the gap between you and a lower bridge section to the southwest (which you never reach) for an easily missed Sheriff Star. Then turn right (north), slice the fence vertically, and leap the gap. Head around the ledge and drop to a lower ledge that allows access to the west to the next location. Before you go, though, turn and check a lower cubbyhole stacked with crates and chests, including a Token. Gather large quantities of coins from here before scrambling back up and peering across to the mine car terminus.



Sheriff Star #12: Near a broken bridge entrance below and southwest of the southern section of the quarry ledges is a star.



Token #6: Search among the junk, scenery, chests, and crates of the lower cubbyhole at the north end of the quarry ledges.

LOCATION #13: MINE CAR SOUTHERN TERMINUS

Valuables

13/31: $3,000

7/21: $5,000

Enemies

Katakara Gunner × 2

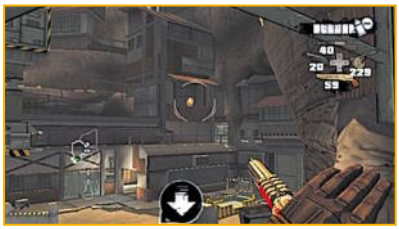
Armored Jackal × 4

Heavy Jackal × 1

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From your quarry ledge vantage point, look to the northwest to spot another Sheriff Star; this is near a high window on the terminus building across from you. Shoot it before dropping down, turning right (north), and watching a group of foes chatter near some explosive barrels. Naturally, these should be detonated before you face down the remaining foes. Tag the Gunners first, then crush the armor of the Jackals using The Crush or The Reaper. Soon, two more Armored Jackals and a Heavy Jackal appear. Choose your favorite takedown technique and use it. Make sure you're hitting the Heavy Jackal from behind!



Sheriff Star #13: Floating by a window high on the exterior side of the control room building, this star is in the northwest corner of the mine car's southern terminus.

NEW OBJECTIVE: LOAD THE EXPLOSIVES ONTO THE CAR



With the coast clear, you can go about searching the mine car terminus. The car in question is on the tracks in the middle of this location. Ignore it for the moment and investigate the interior corridor for some sizable swag, including a Token. Then move up (north) into the covered control room and press the button to open the northern gate, moving the car through to the next location. Smash up the control room chairs and any other scenery, and then follow that car!



Token #7: Look for this Token with some red-locked lockers in the red-hued interior corridor to the west of the mine car terminus exterior.

LOCATION #14: GATE CONTROLS

Valuables	Enemies
8/21: $5,000	T-58 Drone × 2

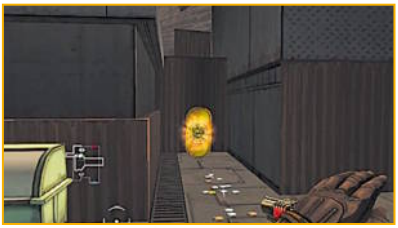


Head through into a secondary gate control area and turn immediately left (west). Look for and climb through the hole in the wall, which leads to another command center. Set about destroying the scenery, wall fans, and crates for cash, and then press the yellow button to open the next gate in the north wall. Hop back out onto the railroad tracks, but don't follow the mine car yet.



Instead, investigate the crate pile in the far left (northwest) corner, which hides a climbable wall. Head up there, clearing an alcove for a Token, and then destroy all the scenery on the walkway bridge, which activates a couple of Drones. Defeat them, grab all the coins you can, and then drop down and follow the mine car into the next location.

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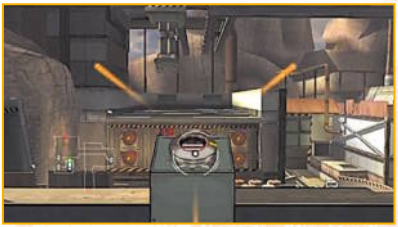
Token #8: Behind two stacked crates in the upper northwest alcove, directly above the gate controls area, is a Token.

LOCATION #15: CARGO CONTROL BRIDGE

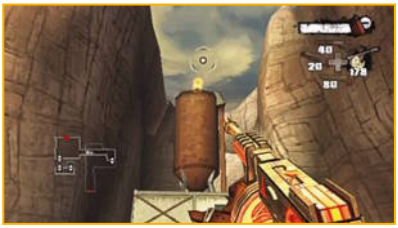
Valuables	Enemies
14/31: $3,000	Katakara Gunner × 5
15/31: $3,000	Katakara Soldier × 2
	Katakara Tank × 1
	T-58 Drone × 1



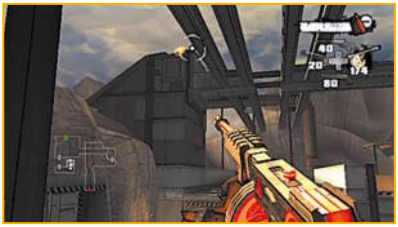
Move through the gully, looking for two Gunners on the pedestrian bridge up and ahead (north) of you. Tag them in the head for easy takedowns, although you may be a sitting duck in this open, lower ground. If combat isn't going well, sprint right (east), clear the scenery from the climbable rock wall, and ascend to the bridge itself, ideally after damaging a foe by exploding the barrel at the top. You need to ascend anyway to proceed and defeat any remaining Gunners.



Step across the footbridge, making sure you turn and spot the Sheriff Star atop the rusting water containment vat, then move to the stone platform at the opposite (west) end of the bridge. Here, there's a gap to the right (north) where explosives are waiting to be loaded, and the conveyor crane in question is above you. The controls are to your left (south), so leap the gap and climb up into the control room. Turn the controls until the mine car's payload is removed from the warehouse, target an easily missed Sheriff Star, and then move back to the platform.



Sheriff Star #14: This star floats above a rusting water containment vat in the cargo bridge area, west side.



Sheriff Star #15: Nestled high on a massive conveyor bridge support section, in the northwest corner of the cargo control bridge area, is a star.

NEW OBJECTIVE: BRING THE MINE CAR OUT OF THE QUARRY



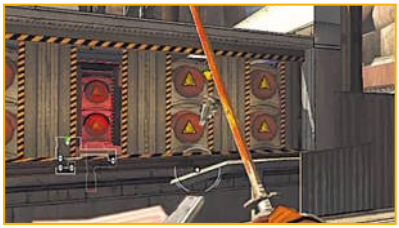
Your next objective takes a while and is lengthened by the enemies appearing to thwart you. This begins as you return to the platform; take down two Soldiers and a Tank, possibly using the explosive barrels in the corners of the platform if they weren't destroyed already. As there are impassable walls at ground level, the only way forward is to take down the patrolling Drone, then leap the gap to the north, into the explosives storage warehouse.

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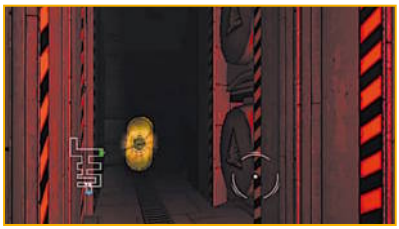
LOCATION #16: EXPLOSIVES STORAGE WAREHOUSE

Valuables

9/21: $5,000



The warehouse interior has stacks of explosives, but these don't detonate if you fire on them. Instead, weave your way through the tight corridor, making sure you turn left (west) at the first junction to snag a Token. Wind your way to the metal wall section with four red locks. Blast them, then crack any nearby crates and move forward (north) into a larger, L-shaped corridor with crates at one end and another locked wall section (to fire at the corners of) at the other.



Token #9: At the left (west) end of the first tight corridor within the explosive storage warehouse is a Token.

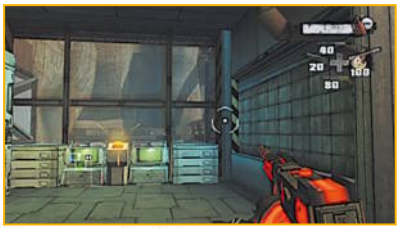
LOCATION #17: NORTHERN TERMINUS AND GATE CONTROLS

Valuables

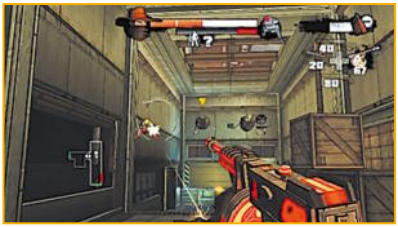
16/31: $3,000

Enemies

T-58 Drones × 3



Step around the corner to face the northern terminus controls. Press the yellow button, and the mine car spins around, allowing you to continue its progress. Move back into the east–west corridor and move to the larger, north–south corridor at the far end.



Turn to face right (south), and make sure you deliver some bullets into the metal hides of three hovering Drones before continuing to your next control button. Press this yellow button, which allows the mine car to pass through an exterior gate. Then spin around, look north, and tag another Sheriff Star. Don't forget to shoot up the wall fans as well as all the lockers, crates, and other scenery here. Then open the door in the southeast corner of this location.

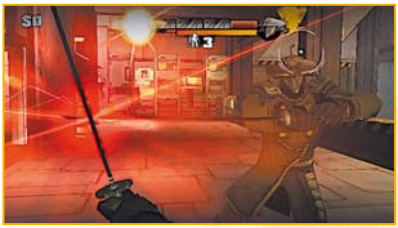


Sheriff Star #16: Look above a pipe near the ceiling at the north end of the north–south corridor close to the gate controls.

LOCATION #18: NORTHEAST GATE CONTROLS

Enemies

Katakara Soldier × 3



The mine car is waiting at the next gate. Prepare for an ambush, move to the blinking yellow switch at the other end of the short corridor, and press it. A door to the north opens,

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and three Soldiers appear. Bring them down, then ransack the area and the two farther chambers that are filled with chests, lockers, and locked wall gold collections. Then open up the doors in the east wall.

LOCATION #19: NORTHEAST CARGO ELEVATOR AND CONTROL ROOM

Valuables	Enemies
17/31: $3,000	Guan Dao Ninja × 1
10/21: $5,000	Spec Ops Ninja × 3
1/3: $3,000	Katakara Tank × 1



Head out into the open balcony and turn right (south), heading down the steps and taking in the scenery; the mine car is slowly rising on a cargo elevator that you can't reach, so explore the immediate area instead. Hop over the gap in the corrugated sections of fence to the south and onto the tracks. From here you can scramble down to a lower rocky ledge to a Token. Retrace your steps up to the northwest corner of this location.



Token #10: A Token perches on a narrow ledge on the lowest level of the quad-level northeast cargo elevator and control room.



Find the gap near the crates and leap across to the northeast corner of this location to face a mighty Guan Dao in this enclosed stone platform. If you've powered up your Katana, simply dodging around to his back and employing strong attacks with a finisher drops him in seconds! Once the fight is over, climb the stone wall in the corner, up to the middle level.



You're immediately drawn into combat with Spec Ops Ninjas. Although you can rattle off Johnnygun rounds and catch them with some of the blasts, fully powered up Sidewinder shots take them out in one shot. Of course, you can always save ammunition and use your Katana (The Tiger or newly learned strikes will work well). Then move to the rock wall to the west and climb to the upper level.



This is the top-most part of this location, and it features a blocked tunnel and the mine car waiting at the exterior of a control room. Turn and face east, then jump across to the walkway in the corner. Turn and engage a Katakara Tank, easily taking it down with The Tiger and some countering with strong attacks. When the fiend is finished, spin around and look north for a Sheriff Star. Then head south, opening the door into the control room itself.



Sheriff Star #17: Look above the sealed door at the north end of the upper walkway in the northeast cargo elevator and control room area.

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Enter the control room and hammer down the switch in this small building, which turns the mine car and opens up a door, allowing the car to trundle southward into a long tunnel. Before you follow the car, step out onto the raised elevator platform and peer straight ahead (westward). There's a gap here you can actually leap, leading to a hidden alcove where crates, ammo, and a Safe can be found. Ransack this area before jumping back and heading into the tunnel.



Safe #1: In a hidden upper alcove in the southwest part of the northeast cargo elevator and control room location is a Safe.

LOCATION #20: LONG TUNNEL AND GATE CONTROLS

Enemies

- Katakara Gunner × 4



Catch up with the mine car by running after it down the long north–south tunnel. A gate at the far end needs opening, so shoot any objects in the first alcove on your right (west), then head down the right (west) fork in the tunnel, engaging a quartet of Gunners in swift and ideally gun-based combat. Then clear the area they were guarding of cash (including an upper balcony with two locked chests) before dropping down and banging open the door to the south.



This leads to a small interior control room. Twist the gate controls until the circular lock lights up green, and then clear the rest of the room (including the locked wall alcove) of scenery. Then head out into the last location before you return to the quarry entrance (location #11).

LOCATION #21: QUARRY PLATEAU

Valuables

- 18/31: $3,000
- 11/21: $5,000

Enemies

- Katakara Gunner × 2
- Katakara Chaingunner × 1
- Sword Ninja × 3



Step out onto a dirt plateau with a raised rocky platform ahead and left (northeast) of you. A sizable enemy presence is advancing on you, including a troublesome Chaingunner, so quickly deal with the Gunners close to you. Then face down the Chaingunner (remembering that The Bear knocks him down, allowing an easy counterattack and victory). Then defeat the three Sword Ninjas with a long-range explosive Sidewinder shot or more swordplay.



With all foes defeated, you can climb up to the rocky platform to the north and clear it of valuables, including a Token. Then drop down, use the ladder, and climb up to the walkway, which leads to a quarry building you can't enter

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(but there is a Sheriff Star to shoot). Then turn and locate the exit door in the south wall, on the walkway itself. The mine car gate is currently sealed.



Token #11: Search behind some breakable scenery in a small alcove on a raised rocky platform in the north part of the quarry plateau.



Sheriff Star #18: Between the two chimneys on the inaccessible quarry plateau building's roof.

LOCATION #11: QUARRY ENTRANCE

Second Visit

Enemies

- Quickdraw Jackal × 2
- T-58 Drone × 2
- Fireball Drone × 1



The previous door leads to the upper ledge you couldn't reach when you first entered the quarry; the clockwise investigation of this sector is almost complete. First though, you must press the control button to let the mine car through to the quarry exit. This opens a wall section of the building to your left (south), and two Quickdraws must be defeated. Crack open the scenery they were guarding as you walk into their building.



Drop through the hatchway (there's no going back into the building) and head to the tracks, moving south toward the exit before engaging in a trio of Drones. Take out the two T-58 Drones quickly with your gun, then very carefully dodge or avoid the Fireball Drone, as it can drop you with its highly damaging explosion! Leave the quarry (you won't return here), moving back to location #10.

LOCATION #10: MINE CART AND BRIDGE JUNCTION TO

LOCATION #6: PRIMARY COMM TOWER, RAILROAD BRIDGE, AND INNER CANYON ENTRANCE

Third Visit (#10) and Fourth Visit (#6)

Enemies

- Sword Ninja × 3
- Spec Ops Ninja × 2
- Katakara Soldier × 3
- Katakara Soldier × 3
- Sword Ninja × 2

NEW OBJECTIVE:
BRING THE BOMB TO THE GATE



You now have a mobile bomb with which you can destroy the gate to the inner canyon, so open the gates, allowing the car to trundle into the bridge junction location, which is now guarded by five Ninjas. Defeat them all before hitting the yellow switch to extend the north–south canyon bridge itself, after which the car moves across to the pair of gates leading back to location #6. Follow that car again!

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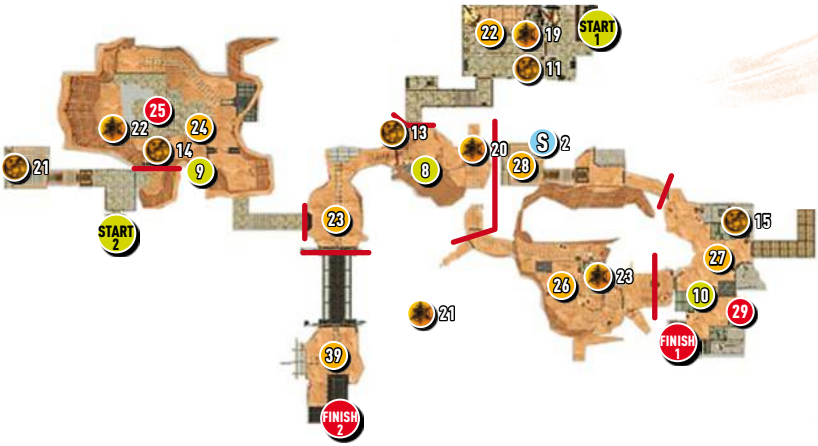
TIP

With all that cash you collected in the quarry, now might be a good time to backtrack to Tamiko's hideout and purchase further upgrades. But don't spend too much; Songan's shack is through here!



Hit the yellow buttons and continue your slow progress southward, following the car as it trundles over the second canyon bridge in location #6, rounds the corner near the primary comm tower, and comes to a halt at the Inner Temple gate. You must now destroy three Soldiers, followed by a nasty Guan Dao flanked by two Sword Ninjas. Remember your newly learned techniques, as well as The Bear and dodging abilities, and you should survive this protracted battle. Afterward, the car's explosives make an impressive dent in the gate! Jian is impressed and beckons you into the Inner Temple, to the Kusagari dojo itself.

RATTLESNAKE CANYON: INNER TEMPLE



LEGEND: LOCATION

- 22 Inner Temple Entrance Corridors
- 23 Inner Temple Cliffs Chasm
- 24 Kusagari Dojo (Exterior)
- 25 Kusagari Dojo (Interior) (Safehouse)
- 26 Gloomy Chasm Outpost
- 27 Traitor's Cavern
- 28 Mine Bunker
- 29 Songan's Shack (Safehouse)
- 39 Entrance to Tiger's Nest

NOTE

This is where the remaining three Wanted posters are located, allowing you to complete all objectives.

LOCATION #22: INNER TEMPLE ENTRANCE CORRIDORS

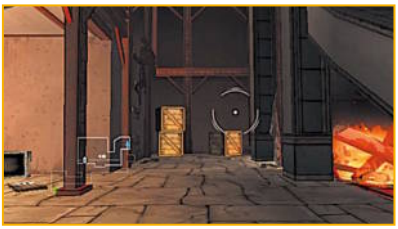
First Visit

Valuables

- 19/31: $3,000
- 11/21: $5,000

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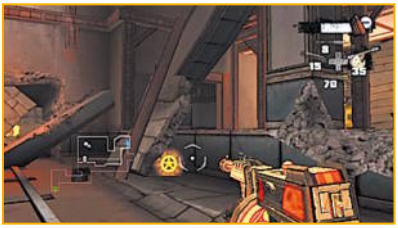
NEW OBJECTIVE: SPEAK WITH JIAN



Step across the burning rubble, climbing up the small platform near the fire, and slam the door open. This leads to a two-level entrance road and stone raised area complete with crates to destroy, ammo to find, and a Token and Sheriff Star to gather before you climb the wall to the left (southwest).



Token #12: This is between the two cauldrons in the southern alcove of the Inner Temple's entrance corridors.



Sheriff Star #19: Under a slab of fallen stone on the lower railroad track edge, in the Inner Temple's entrance corridors, is a star.



Stand at the upper balcony and head left (east) through an exit door that allows you to drop down, back into location #6 (useful later when backtracking). Now open the door directly in front of you after you climbed the wall, in the south wall, and follow the corridor right and down some steps to a table alcove with a chest and ammo to smash and grab. Then open the double doors to the southwest and step outside, onto the spectacular Inner Temple cliffs!

LOCATION #23: INNER TEMPLE CLIFFS CHASM

First Visit

Valuables	Enemies
20/31: $3,000	T-58 Drone × 6
21/31: $3,000	Katakara Soldier × 3
13/21: $5,000	Sword Ninja × 2
	Claw Ninja × 1



The building hewn into the massive rocks across from you is the Tiger's Nest, your ultimate destination. Don't let the spectacular scenery sway you from targeting six Drones carrying treasure that are moving left to right; shoot them all for at least $12,000! Then look left (east) to spot a Wanted poster and right to check out a Token by the entrance you just passed through. The path forks in both directions.



Token #13: A Token is by the entrance door leading to and from the Inner Temple cliffs chasm.

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ADDITIONAL ASSETS



Item: Wanted Poster 8/10
Related Objective: Find the Wanted Posters
Accessible Now? Yes
This poster is on the entrance cliff just left (east) of the entrance, overlooking Tiger's Nest in the distance.



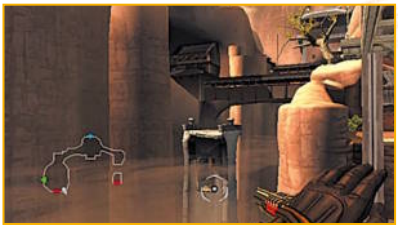
Just so you don't miss any collectibles, investigate the left (east) side of the Inner Temple cliffs, moving through the small, narrow connecting arch near the Wanted poster and slicing through some fencing. Drop down slightly onto a ruined mine cart track with a gap to leap across. Unfortunately, the door ahead (south) is locked, so turn around and you'll spot a Sheriff Star nestled in a blocked mine tunnel to the northeast.



Sheriff Star #20: A star floats above fallen rubble at the edge of an impassable mine tunnel in the northeast corner of the Inner Temple cliffs chasm.



As this eastern section of the Inner Temple cliffs is closed off, return to the entrance, and this time move under the red ceremonial arch and through the gap in the rocks. You come to another mine track leading to a bridge that spans the chasm itself. It is lifted up, rendering it impassable, while enemies engage you. Fight off three Soldiers, two Sword Ninjas, and a Claw Ninja who's particularly skilled at slicing you, but who can be stopped short with effective use of The Tiger. When all foes are defeated, exit via the door to the right (west), but only after you stand at the raised bridge to the south and peer across the chasm, aiming at a distant Sheriff Star.



Sheriff Star #21: In a gap in the middle of the far (south) bridge support for the old and long-destroyed bridge that spanned the Inner Temple cliffs chasm is a star.

LOCATION #24: KUSAGARI DOJO (EXTERIOR)

First Visit

Valuables	Enemies
22/31: $3,000	Sword Ninja × 2
14/21: $5,000	

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Move up the steps, slash the two chests, turn right (north), and exit onto a high cliffside path and mine track after destroying your next-to-last Wanted poster. As you step out between the ruined blue ceremonial wall, attack the two Sword Ninjas that drop in (whip them with The Dragon or, better yet, defeat them with counters via The Tiger. Then investigate the area around the dojo.

ADDITIONAL ASSETS



Item: Wanted Poster 9/10
Related Objective: Find the Wanted Posters
Accessible Now? Yes
In the small entrance area near the collapsed blue ceremonial wall, on the southern edge of the area near the Kusagari dojo.



Clear the area around the side of the dojo of crates and ammo, then climb the rock wall near the sealed metal gate onto a small rock ledge leading to a tiny Token alcove. This upper ledge is also a great place to aim at and shoot another Sheriff Star on the dojo roof. You must now drop down and enter the Kusagari dojo itself.



Token #14: Inside the tiny alcove accessed via a short climb up a rocky ledge overlooking the Kusagari dojo is a Token.



Sheriff Star #22: On the roof of the Kusagari dojo, this star is easily spotted from the upper rocky ledge near Token #14.

LOCATION #25: KUSAGARI DOJO (INTERIOR)

First Visit

Techniques and Upgrades	Cost ($$$)
Kusagari Powers: The Bear Upgrade: Damage Upgrade I	$10,000
Kusagari Powers: The Bear Upgrade: Stun Upgrade I	$10,000
Kusagari Powers: The Bear Upgrade: Area of Effect I	$10,000
Kusagari Powers: The Bear Upgrade: Damage Upgrade II	$20,000
Kusagari Powers: The Bear Upgrade: Stun Upgrade II	$20,000
Kusagari Powers: The Bear Upgrade: Area of Effect II	$20,000
Kusagari Powers: The Eagle Upgrade: Damage Upgrade II	$20,000
Kusagari Powers: The Cobra Upgrade: Damage Upgrade I	$10,000
Kusagari Powers: The Cobra Upgrade: Number of Shots I	$10,000

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Techniques and Upgrades	Cost ($$$)
Kusagari Powers: The Cobra Upgrade: Charge Speed I	$10,000
Kusagari Powers: The Cobra Upgrade: Damage Upgrade II	$20,000
Kusagari Powers: The Cobra Upgrade: Number of Shots II	$20,000
Kusagari Powers: The Cobra Upgrade: Charge Speed II	$20,000
Kusagari Powers: The Dragon Upgrade: Damage Upgrade I	$10,000
Kusagari Powers: The Dragon Upgrade: Force I	$10,000
Kusagari Powers: The Dragon Upgrade: Damage Upgrade II	$20,000
Kusagari Powers: The Dragon Upgrade: Force II	$20,000
Kusagari Powers: The Tiger Upgrade: Protect Time II	$20,000
Kusagari Powers: The Tiger Upgrade: Force II	$20,000
Katana Upgrade: Damage Upgrade IV	$50,000
Katana Upgrade: Damage Upgrade V	$90,000
Hidden Strike: The Ram	$26,000
Hidden Strike: The Crush	$30,000
Hidden Strike: The Reaper	$40,000

NEW OBJECTIVE: TAKE A NEW MISSION



You are immediately called to Jian's training yard and told about the Sora Katana, before being instructed to continue your missions. Head into the dojo, and upgrade at the forge; these are the same techniques and powers that Tamiko's hideout provides. Don't forget to save some cash for Songan; he's also got a way into Tiger's Nest. Then venture to the mission wall and access a new objective before heading back to the dojo's exterior cliff.

NEW OBJECTIVE: SPEAK WITH SONGAN

NEW OBJECTIVE: DESTROY THE JAMMING DEVICES (OPTIONAL)

OPTIONAL OBJECTIVE: DESTROY THE JAMMING DEVICES

Objective Complete: $30,000

Although it is not advisable to stop in your tracks right now and retrace your steps, the three comm towers in Rattlesnake Canyon (the primary one and two secondary ones) have jamming clamps on their controls that need shooting off. This table lists all locations where you'll find the comm towers. The continuing walkthrough and location maps give pictures and reference the best time to start this objective. You have until you reach a point of no return to activate them.

Comm Tower	Location #	Description
Primary	6	Between the chasm bridge and the destroyed Inner Temple entrance.
Secondary 1	2	On top of one of the buildings in the Rattlesnake Hamlet entrance, accessed via the wall climb at the rear of the building.
Secondary 2	10	On the balcony of the warehouse building in the northwest corner of the mine cart and bridge junction location.

LOCATION #24: KUSAGARI DOJO (EXTERIOR) TO

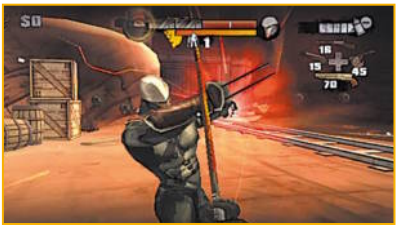
LOCATION #23: INNER TEMPLE CLIFFS CHASM

Second Visit

Enemies

- Mine Drone × 5
- Claw Ninja × 1
- T-58 Drone × 4

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Backtrack down the steps and out onto the cliffs and chasm, where a number of Mine Drones and a Claw Ninja are waiting. Don't take damage moving near the mines; simple parrying or The Tiger will allow you to stand and push the Claw Ninja back in safety. Dodge the Mines after the Ninja is defeated, and then work your way across to the entrance (where four T-58 Drones should be shot out of the air). Go across location #23 to the gap in the mine track on the eastern side, where the door is now unlocked.

LOCATION #26: GLOOMY CHASM OUTPOST

First Visit

Valuables	Enemies
23/31: $3,000	Jackal Thug × 2



You appear in a short mine tunnel. Move to the fence and slice it open, then head forward (east) with a massive chasm to your left (north). Check the far end of the mine rails for items, then ascend the wooden steps to the middle level, where some Jackal Thugs need cutting down. The Jackals are guarding a drop down to location #27, so shoot the locks off the nearby chests, but don't investigate there yet. Instead, use the nearby wall to climb to the top ledge, where you can shoot at a Sheriff Star and collect some ammo. Then drop down and head east into the mine cave and across to the drop.



Sheriff Star #23: On the roof of the central building in the gloomy chasm outpost, this star is easily spotted from the top rocky ledge.

LOCATION #27: TRAITOR'S CAVERN

First Visit

Valuables	Enemies
Objective Complete: $25,000	Jackal Thug × 3
15/21: $5,000	Heavy Jackal × 1
	Sword Ninja × 2



Drop and remain in partial cover at the wooden support entrance, then blast one of the waiting Jackal Thugs and two more as the other enemies close. Then dodge around and attack the Heavy Jackal from the rear before finishing the fight against two Sword Ninjas. When the fight is over, turn southward toward the steps leading up and destroy the final Wanted poster to claim the sizable reward for completing this optional objective.

ADDITIONAL ASSETS



Item: Wanted Poster 10/10
Related Objective: Find the Wanted Posters
Accessible Now? Yes
This poster is by the crates and steps in the middle of Traitor's Cavern.

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Now concentrate on your main objective, but only after you thoroughly inspect this location: Look to the north, open the hatch in the building, and clear any other scenery with cash inside. Then search for more scenery to smash, ignoring the door to the east (which takes you back to the Rattlesnake Outer Canyons, as well as the entrance to Songan's shack). Head into Songan's domain in a moment. First though, choose either of the walls and climb to the upper rock ledge atop the building, moving onto the roof to claim a Token and some ammunition. Then head down the mine tunnel corridor to the northwest.



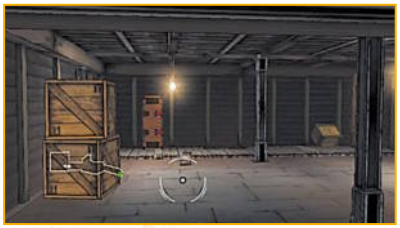
Token #15: Snag a Token on the flat concrete roof of the building on the north side of Traitor's Cavern.

LOCATION #28: MINE BUNKER TO LOCATION #27: TRAITOR'S CAVERN

First Visit (#28) and Second Visit (#27)

Valuables

Ⓢ 2/3: $3,000



Move down the connecting tunnel and slice the fence apart. This leads to a narrow ledge and a bunker entrance with a number of additional chests and crates to pry open, as well as only your second Safe. Grab everything you want, retrace your steps to the northern part of Traitor's Cavern, then drop and cross to the wooden stairs before entering Songan's shack.



Safe #2: Inside the mine bunker, the northeast corner holds a Safe.

LOCATION #29: SONGAN'S SHACK

First Visit

Valuables

Objective Complete: $21,000

Techniques and Upgrades	Cost ($$$)
Songan's Trophies: Ninja Elite	$35,000

NOTE

All previous items are available, too.

Enter the shack and come face to face with the suspicious Songan. He makes his feelings abundantly clear, and after you recover, Songan is nowhere to be found. However, his upgrades are still accessible. Claim your objective winnings, and then inspect the mission wall.

NEW OBJECTIVE: TAKE A NEW MISSION



Before you leave, though, you can access every single one of Songan's upgrades. All but one of these have been available before, but it's worth spending some money on armor and health benefits, as well as an Ace of Hearts to help you during boss battles (although you can always replay the fight continuously instead). The last trophy is now available, too.

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NEW OBJECTIVE: ENTER THE MINE

OPTIONAL OBJECTIVE: DESTROY THE JAMMING DEVICES

You've officially explored all but the very last of the locations within the Inner Temple. The mine entrance back in Traitor's Cavern is now open, but you might want to quickly complete the last remaining optional objective: Destroy the Jamming Devices. Here's the best route to take:

LOCATION #27: TRAITOR'S CAVERN, BACK TO

LOCATION #5: SMALL CANYON BRIDGE AND TUNNEL

Third Visit

Enemies

- Katakara Soldier × 2
- Sword Ninja × 2
- Spec Ops Ninja × 1



Enter Traitor's Canyon and open the door to the east, leading to an L-shaped corridor that ends in a metal door with four red locks. Shoot the locks off and step through into the initial sector, back at location #5. You can use this route to easily move back and forth between the outer and inner canyons from this point, but only after you defeat the five foes in this area and secure the comm towers. Leave via the northwest tunnel.

LOCATION #6: PRIMARY COMM TOWER, RAILROAD BRIDGE, AND INNER CANYON ENTRANCE TO

LOCATION #3: RATTLESNAKE HAMLET (CAVE) TO

LOCATION #2: RATTLESNAKE HAMLET (ENTRANCE)

Fifth Visit (#6), Fourth Visit (#3), and Third Visit (#2)

Enemies

- Claw Ninja × 2
- Sword Ninja × 2
- Guan Dao Ninja × 1
- Claw Ninja × 1
- Katakara Soldier × 1
- Spec Ops Ninja × 2



Move down to the primary comm tower near the burning Inner Temple entrance and destroy the lock on the comm tower switch. This summons two Claw Ninjas and a Guan Dao Ninja. Defeat them and then either cross the railroad bridge or, better yet, backtrack through location #5 and into location #3.



You're now in the Rattlesnake Hamlet cave, facing down a Soldier and two Sword Ninjas. Defeat them, then move back and around to the Rattlesnake Hamlet entrance. This is more heavily defended; fight off two Sword, one Claw, and two Spec Ops Ninjas. Then shoot off the jamming device from the secondary comm tower in this location.

LOCATION #7: DRAWBRIDGE AND CARGO ELEVATOR TO

LOCATION #8: CLIFFSIDE CARGO BAY TO

LOCATION #10: MINE CART AND BRIDGE JUNCTION

Third Visit (#7) and Fourth Visit (#8 and #10)

Valuables

Objective Complete: $30,000

Enemies

- Katakara Soldier × 1
- Katakara Soldier × 1
- Spec Ops Ninja × 2
- Spec Ops Ninja × 1
- Katakara Tank × 1
- Sword Ninja × 4

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Retreat across the drawbridge toward the cargo elevator, pausing to drop a Soldier and two Spec Ops Ninjas along the way. Enter and activate the cargo elevator, stepping out into the cliffside cargo bay. This is usually empty, so scramble up the lowered gate or the side warehouse door and move back to the mine cart and bridge junction.



Here, expect fierce resistance from seven enemies; fend off a Katakara Tank and Soldier, a Spec Ops Ninja, then four Sword Ninjas. Only afterward can you climb the balcony of the west building and blast the final jamming device. With the objective complete, head southward, back to the primary comm tower, then back to location #5, and back to Traitor's Cavern. Now you should enter the mine.

RATTLESNAKE MINE

NOTE

Rattlesnake Mine is wandered through once only.



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LOCATION #30: MINE MESS HALL AND ENTRANCE

Valuables
24/31: $3,000

Enemies
Jackal Thug × 1
Quickdraw Jackal × 1

NEW OBJECTIVE: EXPLORE THE MINE



Enter the mine via the entrance tunnel, which opens up into a mess hall, allowing you to smash scenery and collect cash. Don't forget the easily missed Sheriff Star as you progress through the mess hall, checking the alcove in the far left (northeast) area for ammo, and then exit to the far right (southeast). Climb the wall, and then quickly take out the two Jackals in the upper tunnel. Then slice the fenced exit.



Sheriff Star #24: Above a support beam on the entrance corridor, just before the mine mess hall; look behind you (west) to see it.

LOCATION #31: GAS CHASM I

Valuables
16/21: $5,000

Enemies
T-58 Drone × 4

CAUTION

From this point on, many of the mine caverns are filled with poison gas that slowly depletes your health. Be sure to emerge from it as quickly as possible. Your health returns to maximum once you remove yourself from the effects of this cave gas.



Enter a ledge overlooking a long chasm filled with noxious gas. Before you descend, be sure to tag the four Drones flying from right to left, as they're carrying more than $10,000 in cash and gold. Then drop down and cut quickly through the barrels and crates; pay special attention to the blocked mine cart tracks in the northwest alcove as there's a Token there. Then cross the railroad track connecting the chasm sides to each other and head quickly up the other side. Catch your breath, then return to smash any remaining scenery if you wish. Then cut the exit fence in the upper eastern wall.



Token #16: In the northwest alcove where the mine cart tracks are, behind the scenery in the first gas chasm, is a Token.

LOCATION #32: U-SHAPED TUNNELS

Valuables
25/31: $3,000

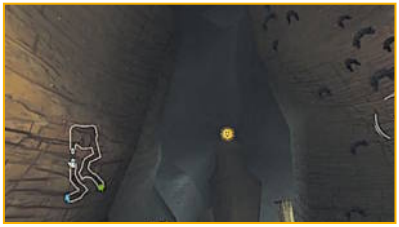
Enemies
Spec Ops Ninja × 1
T-58 Drone × 6
Jackal Thug × 1
Armored Jackal × 1



Move roughly northward along the winding corridor, encountering a Spec Ops Ninja to easily cut down, before following the mine cart tracks to a small fissure. Don't freak out as

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bats fly up from the fissure; just leap the gap and continue, but not before you train your crosshairs on a Sheriff Star to the northwest.



Sheriff Star #25: Stop at the near (south) side of the gap where the bats appear in the U-shaped tunnel and shoot the star on the lone outcropping.



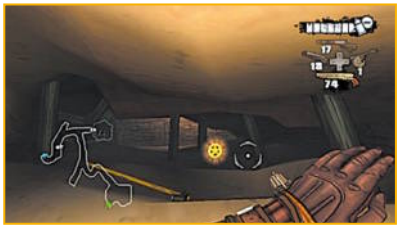
Continue into a larger cave area where six Drones drop in from the ceiling. Shoot them down, then clear the area of crates and head south as the tunnel winds around to the right. Prepare for combat with a Jackal Thug and Armored variant as you continue down the tunnel, near some barrels.

LOCATION #33: MINE TUNNELS

Valuables	Enemies
26/31: $3,000	Spec Ops Ninja × 1
27/31: $3,000	Jackal Thug × 8
17/21: $5,000	Quickdraw Jackal × 4



The tunnel winds around to the left (north), so follow it round and quickly defeat the Spec Ops Ninja that challenges you as the mine tracks tunnel is encountered. Look eastward through the support poles for another star, then continue to follow the tunnel north and around to the east, slicing through a wooden plank blockade. At the alcove with the green glow behind it, smash the scenery to uncover a hidden grotto. Drop down, challenging a second Spec Ops Ninja to a battle in the poison, and quickly defeat him or you will succumb to both his attacks and the gas! Then claim the Token.



Sheriff Star #26: Between the layers of rock and support poles in the mine tunnels; look east as you arrive in location #33 to spot it.



Token #17: In the gas-filled grotto after you fight the second Spec Ops Ninja is a Token.



Continue along the mine tracks, checking the dead end to the right (southwest) for ammo and crates before returning to face a third Spec Ops Ninja dropping in from the ceiling at the tunnel junction. The tunnel then winds around and ends in a larger cavern with sunlight pouring in from the left side. Here you'll face 12 enemies in combat!

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Fortunately, these arrive in groups of four and consist of four Jackal Thugs, four Quickdraws, and then four more Jackal Thugs. Make quick work of them, and then gaze through the opening in the cavern wall to the east. You can see the Tiger's Nest, and also another Sheriff Star. Smash the crates and barrels before exiting via the southwest opening.



Sheriff Star #27: On the left side of the eastern sunlit opening in the southeast cavern of the mine tunnels is a star.

LOCATION #34: MINE CHAMBERS

Valuables	Enemies
28/31: $3,000	Drone Mine × 3
18/21: $5,000	Spec Ops Ninja × 1
3/3: $3,000	Spec Ops Ninja × 2
	Jackal Thug × 4
	Alpha Jackal × 1



The main tunnel continues roughly westward, but there's an opening to your left (south). Drop down into a gas-filled grotto and maneuver carefully around three floating Mines to unlock a Safe. Climb back up and immediately engage a Spec Ops Ninja before continuing left (west) to the next tunnel junction.



Safe #3: In the gas grotto behind the line of Mines, in the mine chambers, is the last Safe.



The main tunnel branches off, so check the dead-end to the south, passing the wheelbarrow and slicing the wooden fence to reach a small, straight tunnel blocked at each end. There's scenery to smash at each end too, as well as a gap along the right (northwest) wall, allowing you to shoot a Sheriff Star in the daylight. The biggest prize is the small cavern filled with red-lock lockers and barrels, although you must defeat two Spec Ops Ninjas before grabbing cash from this scenery. Then backtrack to the main tunnel and continue westward.



Sheriff Star #28: On a rocky ledge outside, this star is best viewed from the right (northwest) side of a dead-end corridor in the mine chambers.



Follow the tunnel as it rejoins a mine track and the entire system widens a little. Pass some barrels and mineral chutes, and don't

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forget to smash everything! Then face down five Jackal foes as you progress onward (south) along the wider tunnel. Take out the Alpha Jackal to make the others less aggressive. Then easily take down the regular Jackal Thugs before heading down the tunnel until it splits again. To the right are a fence and a dead end with a Token. To the left is the next location.



Token #18: This Token is in the dead-end cave behind the three crates and the fence, in the mine chambers.

LOCATIONS #35A AND #35B: GAS CHASM II AND BRIDGE ROOM

Valuables	Enemies
29/31: $3,000	Spec Ops Ninja × 3
	Guan Dao Ninja × 1



The tunnel widens considerably, and after a cluster of scenery, it opens up into a massive cavern with a gap in the middle. Approach the gas-filled gap and fight off three Spec Ops Ninjas, then move to the northeast edge of the initial plateau. Gaze down into the green murk to locate and secure another Sheriff Star. Then move to the wall rocks and climb down them into the gas-filled plateau.



Sheriff Star #29: Bathed in gas on a low plinth, this star is visible from the northeast edge of the initial plateau in the second gas chasm.



Here, you'll fight a Guan Dao in the gas. As this is more fraught than normal, be sure to fire on the Guan Dao so he blocks your shots to the front, then use The Matador on him. Or try The Tiger or The Guillotine. Next, clamber out of the gas and exit via the gap in the wall, which winds northeast to a fence and a bridge control room.

NEW OBJECTIVE: CUT THE BRIDGE CABLES

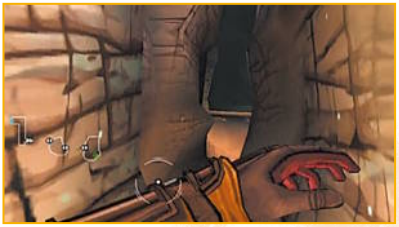


Move into the cramped bridge control room and immediately move to the first set of two rope bundles supporting the bridge back at location #23 (the Inner Temple cliffs chasm). Use your Katana to cut both bundles; the ceremonial bridge leading to Tiger's Nest drops down and is now accessible!

NEW OBJECTIVE: ESCAPE THE MINE

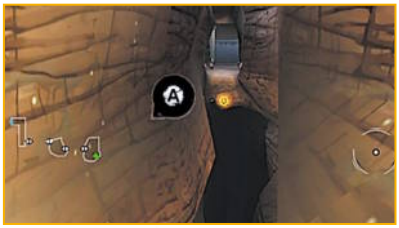
LOCATION #36: GAP CHASM PART I

Valuables	Enemies
30/31: $3,000	T-58 Drone × 3



Punch the door open to the east and move around the L-shaped corridor to the blocked southern end. Slice through the two planks on your left (east) and leap the gap, immediately spinning round to spot a Sheriff Star you just jumped over. Then immediately turn around and fire at the three Drones swarming you.

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Sheriff Star #30: Shoot the star above the inky chasm gap you first jump over when moving from the L-shaped room in the first part of the gap chasm.



You're now on a central island and must move eastward to a couple of diagonally sloping rock walls you don't immediately spot as being accessible. However, you must jump through them, landing on a third island. Simply move to the southeast corner of this island and jump across to the second part of the chasm.

TIP

Although this looks precarious, you can't fall, so simply line your in-game map icon up with the leap points and jump for it!

LOCATION #37: GAP CHASM PART II

Valuables

19/21: $5,000

Enemies

T-60 Drone × 3



Climb onto the rough L-shaped rock platform; the cavern becomes much wider and longer, and fills with natural rock columns. Move and leap to the next island, which is second on your in-game map, and move around the column to the north to snag a Token. Then return to the south edge, look east, and leap to the third island, just squeezing between the rock columns. Here you're attacked by T-60 Drones; just fire at them or dodge them when they charge you. Then leap between two rock walls, landing on the last island, and follow that with a leap northeast to the exit opening.



Token #19: On the north edge of the second island in the second part of the gap chasm is a Token.

LOCATION #38: MINE EXIT

Valuables

31/31: $3,000

20/21: $5,000



The tunnel curves around to the right, and as you join a slightly taller tunnel, you can see your final Sheriff Star on a support pole above and to the right. Shoot that, then check the north end of the tunnel for a collection of barrels, crates, a chest, and your next Token. Your last movement in the mine is to race southward, to the elevator, and yank the lever, sending you back up to the surface.



Sheriff Star #31: Above the tunnel junction on a horizontal support, in the middle of the mine's exit tunnel, is the last star.

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Token #20: Behind the crates and barrels at the north end of the mine's exit is a Token.

NEW OBJECTIVE: ENTER THE TIGER'S NEST

LOCATION #24: KUSAGARI DOJO (EXTERIOR)

Third Visit

Valuables	Enemies
21/21: $5,000	Fireball Drone × 1
	Guan Dao Ninja × 1
	Sword Ninja × 2



The mine elevator ascends to the enclosed area southwest of the Kusagari dojo exterior. Clear the flour bags and crates of valuables and move northward to the corridor junction. Quickly turn left (west), investigating a bunker you couldn't reach earlier, which is stocked with valuables as well as a Token. Then move back to the west and fire the locks off the metal gate, allowing you access to the front of the dojo.



Token #21: In the bunker at the far western end of the interior corridor, this Token is accessible only after escaping the mine.



On the cliffside by the front of the dojo, you're ambushed by a Guan Dao, two Sword Ninjas, and a troublesome Fireball Drone, which can seriously damage you. Target the Drone first, backing up and then dodging it in a wide circle as it pulses and finally explodes, away from you but hopefully catching a Sword Ninja in the blast.

CAUTION

Stop!! Before you complete this stage, make sure you've spent your *entire* cash amount at Tamiko's hideout (location #9), Judd's office (location #4), the Kusagari dojo (location #25), and/or Songan's shack (location #29). You cannot find further upgrades, so spend everything you have and return to previously explored locations, gather more cash, and purchase as many upgrades as possible!

BACK TO LOCATION #23: INNER TEMPLE CLIFFS CHASM TO LOCATION #39: ENTRANCE TO TIGER'S NEST

Third Visit (#23) and First Visit



The only exit from the dojo leads you back to the temple cliffs chasm. When you're ready for the point of no return, turn right (south) and move across the lowered bridge into the entrance to Tiger's Nest itself. There are some minor crates and chests on the right side of the exit door, but otherwise simply open the doors and leave. Shinjiro must be stopped!

CHALLENGE MODE

Bronze	280,000	$12,500
Silver	450,000	$25,000
Gold	670,000	$50,000
Special	1,231,100	$50,000*

*This challenge does not appear in the game; it is just the highest score we've managed to obtain on Ninja difficulty. Can you beat it?

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04 TIGER'S NEST

OVERVIEW

The ancient temple fortress of the Tiger's Nest is teeming with Ninja clan warriors, and you must find Shinjiro among them as you slowly clamber your way up the main tower temple, which is embedded in the mountainside. On your way, numerous Stars, Tokens, and a Safe can be found, as well as a variety of ceremonial chambers. Prepare for a battle with the mighty Okaji; only after you meet and beat this skilled warrior will you find what you seek.



LEGEND: LOCATION

1. Fortress Entrance and Corridor
2. Inner Entrance
3. Interior Rooms (Ground Floor)
4. Fortress Storage Cellar and Outer Caves
5. Interior Rooms (Upper Floor)
6. Passages and Combat Hall
7. Tiger Cave
8. Entrance to Tiger's Nest Tower
9. An Audience with Okaji

Valuables

- 8
- 5
- S 1

TIP

Be sure you are proficient in The Reaper before you face the ultimate threat during this stage; Okaji is susceptible to this armor-shattering technique.

NEW OBJECTIVE: FIND SHINJIRO

LOCATION #1: FORTRESS ENTRANCE AND CORRIDOR

Valuables

- 1/8: $3,000

Enemies

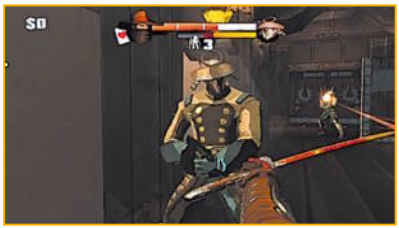
- Ninja Spec Ops × 2
- Ninja Guan Dao × 1
- Katakara Gunner × 3



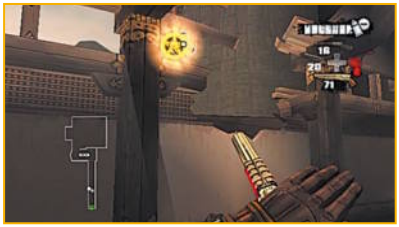
You've got two Spec Ops and a Guan Dao to deal with before you can continue, so utilize your favorite maneuvers and dispatching techniques in the battle (remember; you can always refer to the "Clans and Enemies" chapter for optimal methods of disposing of all

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the enemies in this fortress). Take down the Spec Ops first, then strike the back of the Guan Dao after dodging around him. Once the battle is over, make a thorough inspection of the chamber for additional cash; there's great wealth inside the two large chests in the northwest corner.



The fortress's main entrance is sealed, so search among the crates for a small broken wall that allows you to hop over into a long corridor running north to south. At the far end are three Katakara Gunners. You can use the small side wall as cover and blast them with your preferred gun, but you'll score low unless you make headshots. Instead, shrug off a few shots and sprint at them, and use your Katana on them for the additional points. Before you leave the corridor, remember to shoot the Sheriff Star.



Sheriff Star #1: A star floats beside a wooden support halfway down the entrance corridor, by the hole in the left (east) wall.

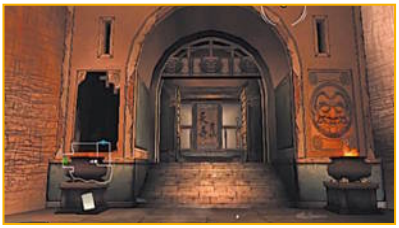
NOTE

The cash you collect from this point on cannot be used to purchase any items or upgrades, as Songan, Jian, and Judd do not have strongholds in this fortress. Cash is important during Challenge Mode, however, so be sure to gather as much as you can!

LOCATION #2: INNER ENTRANCE

Valuables

- 2/8: $3,00
- 1/5: $5,000



At the end of the entrance corridor is a small connecting room with furniture and chests to break open. Loot them, then move around the corner to the right (west) and face the fortress's inner entrance square, which is devoid of enemies. However, there's a Sheriff Star to snag and a sizable collection of crates in the rocky southeast corner, where your Token is. When you're ready to move farther into the fortress, stride through the open archway and into the interior rooms.



Sheriff Star #2: On a windowsill directly above the massive archway entrance inside the inner entrance square is a star.



Token #1: Behind the large crate collection in the southeast corner of the inner entrance, a wooden support partially hides a Token.

LOCATION #3: INTERIOR ROOMS (GROUND FLOOR)

Valuables

- 8 2/5: $5,000
- Ⓢ Ninja Guan Dao × 1
- Ⓢ Katakara Chaingunner × 1

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Inside the chambers, there's a small ceremonial altar ahead, and a barred entrance on your left (south) has crates behind it. Don't shoot them until you're on the other side of the bars, or you won't be able to collect the cash before it disappears. Instead, move right (north) into the only accessible corridor, cracking a few pieces of furniture as you move counter-clockwise around the entrance altar.



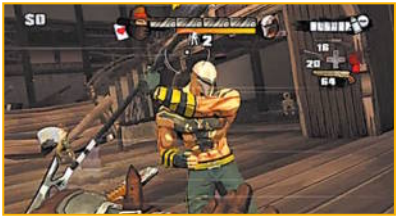
Move around the corridor until you see a few steps heading down and a few more going up again. There's a large open entrance to your right (west); you can see a Guan Dao talking to a Chaingunner. You can leap in to attack or continue forward, winding around to the other side of the barred entrance to find a Token among the crates, along with a wall chest.



Ceremonial Wall Chest: A sword swipe is required to cut the rope locking the chest. Usually, a sizable cash sum is inside.



Token #2: Look for a Token among the barrels and crates behind the barred entrance in the dead-end corridor in the interior rooms.



Prepare for battle! Move to the entrance of the main hall, where the Guan Dao and Chaingunner reside. If you can, quickly get the Guan Dao to block your gunshots and then dodge behind him; finish him off quickly before facing the Chain-gunner. Use The Bear against the Chaingunner to stun him, and then slice and dice his back. The alcoves in this room shouldn't be entered until after the fight, as you need to keep moving around your foes rather than being blocked in by them.



When the battle is over, you can forage in this large hallway, paying attention to the three large chests in the northern alcove. The stairs are completely broken and you can't reach the upper floor (yet), so continue your cash collecting by destroying more scenery as you leave via the southwest corridor, leading to a door you should push open.

LOCATION #4: FORTRESS STORAGE CELLAR AND OUTER CAVES

Valuables	Enemies
3/8: $3,000	Jackal Thug × 3
	Jackal Thug × 5
	Katakara Gunner × 3
	Katakara Gunner × 3



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Step through into a large food and wine cellar guarded by three hapless Jackal Thugs you can make easy work of. When they've been cut down, prepare for a mass smashing ceremony as you work your way through all the bottles, crates, sacks of flour, and other comestibles along the walls of this chamber. Work methodically in a clockwise manner so you don't miss anything, and shoot items you can't slash. Don't forget the Sheriff Star before you leave!



Sheriff Star #3: On a high shelf near the large wine barrel in the southeast corner of the fortress storage cellar floats a star.



Move out of the opposite (west) exit to the cellar, turning left to crack more crates before moving up into a curved cave tunnel that opens up into a plateau where three Jackal Thugs stand guard. Two more drop in after you skewer the first few; make easy work of these lowly foes and then climb the rocky bluff to the north.



This upper cave winds around to an opening where you can see a trio of Gunners guarding a wooden bridge. You must shoot these three and another three Gunners that appear immediately afterward. To prevent a protracted gunfight, arm yourself with an upgraded Sidewinder (✣) and target the middle Gunner before you're spotted; the explosion causes all three to fall off the bridge in one shot! Then you can plant three more solid shots in the remaining foes. Back away from any grenades thrown, then scavenge the ceremonial wall alcoves behind you for more cash and move around to the fissure to the northeast.



Dragon Statue: Smash these if you wish, but usually they contain no cash. They are often found in small rock wall alcoves.

LOCATION #5: INTERIOR ROOMS (UPPER FLOOR)

Valuables	Enemies
4/8: $3,000	JKatakara Gunner × 3
3/5: $5,000	
1/1: $3,000	

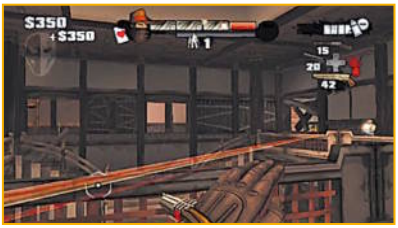


Move to the rocky edge and peer into the fissure below. Look before you leap; there's a Sheriff Star to shoot, and you can spot a Safe and a Token sitting on the remains of a room partially collapsed into the gorge below. After taking the star, ignore the Token and Safe for the moment and leap across to the building on the other side.

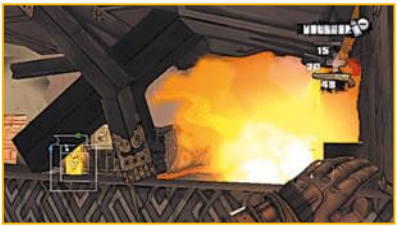


Sheriff Star #4: Snag the star floating in a fissure, on a piece of foundation stone, before you leap into the interior rooms (upper floor).

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Leap across, and move south down the corridor to the door you must push open. Crack a few benches as you reach the corner, and turn left (east). Enter the balcony above the hallway with the collapsed stairs (location #3). Attack the three Gunners guarding this balcony, and then move around to the southwest corner of it so you can grab the items inside the two locked chests.



There's still the small matter of the Token and Safe to locate, in the partially destroyed room to the northwest, which isn't currently accessible. That is, until you peer through the northwest gap in the wall, shoot the explosive barrel, and create a large hole in the wall of the exit room. Grab the collectibles, and don't forget to open the two large chests by the exit door as you leave.



Token #3: Pick up this Token in the partially destroyed room, which is accessed by blowing a hole in the adjacent wall in the upper floor of the interior rooms.

Safe #1: There's a Safe in the partially destroyed room accessed via blowing a hole in the adjacent wall in the upper floor of the interior rooms.

LOCATION #6: PASSAGES AND COMBAT HALL

Valuables

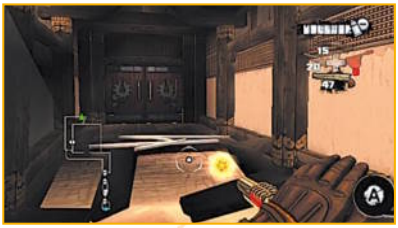
5/8: $3,000

Enemies

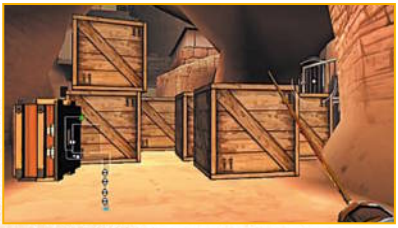
- Katakara Gunner × 2
- Katakara Chaingunner × 1
- T-58 Drone × 4



Pull open the double doors and enter the corridor, which has two large holes in the floor that you must jump over. After leaping the first, stop and look for the next Sheriff Star before continuing to the far end. Pull open the next double doors and shoot the two chests in front of you.



Sheriff Star #5: In the long passage with two floor holes, face south after leaping the first hole to see a star below the floor in the gap.

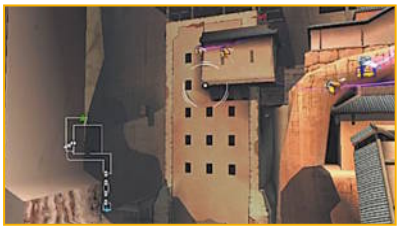


Turn left (west) and move along a more stable corridor with a door to your right (north). Ignore it for the moment; there are some steps up to a rocky alcove with a barred gate blocking your path, and this area is filled with crates and chests you can open.

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Return to the door and open it, and step through into a combat hall with some wooden scenery piled in the room; these provide protection in the fight to come, which pits you again two Gunners and a Chaingunner. It is wise to deal with the Gunners first, so you aren't shot as you try to tackle the Chaingunner. You have a variety of options; you can aim at the two Gunners with The Cobra power, drop them with The Bear, or simply tackle them from range with a preferred gun. The usual Chaingunner takedown (use The Bear, then dodge around and strike the back) finishes these enemies off.



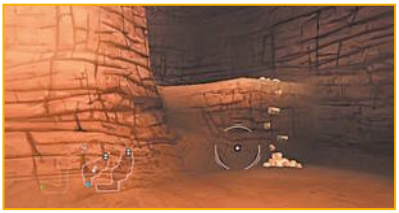
When finished, clamber up the left (west) side of the combat hall and immediately check the ledge outside; there are four Drones carrying valuables to shoot, and the haul can be worth as much as $10,000! There are no more items to find, and the bridge across to the tower has collapsed, so follow the corridor north and around to the right.

NOTE

The Sheriff Star you can see in this location is only accessible by looking back in location #7, so shoot it then.

LOCATION #7: TIGER CAVE

Valuables	Enemies
6/8: $3,000	Spec Ops Ninja × 2
7/8: $3,000	
4/5: $5,000	



Rubble blocks your way forward (east), so turn left (north) and move into a small cave system. Climb up the first giant cave "step" using the glowing rocks, and move to the junction. There's an optional tunnel to explore on your right (east), but before you do, look for another Sheriff Star.



Sheriff Star #6: Among some rocks between the large natural columns and steps in the Tiger Cave is a star.



Follow the optional cave tunnel around to the south, to a lower storage cave filled with boxes and two small chests. Ransack the area, which allows access into the continuation of the east–west corridor from the previous location, which has a Token and more chests, but watch for two Spec Ops Ninjas dropping down as you exit the storage cave. Blast or swipe them into oblivion before continuing your scavenger hunt.



Token #4: Behind the rubble in the east–west corridor, a Token can be accessed via the optional dead-end tunnel in the Tiger Cave.

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When the ransacking is over, return to the junction in the cavern where you shot at the sixth Sheriff Star, and clamber up the path running east–west, up another rock wall, and follow the cave passage around to a final climbable wall. Before you leave, look out at the view for another Sheriff Star.



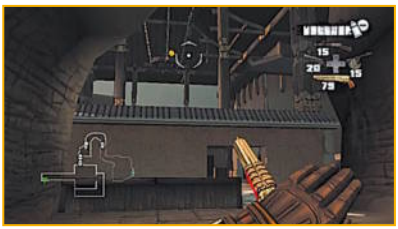
Sheriff Star #7: After emerging from the Tiger Cave, look out of the natural rock wall opening to shoot the star floating on the combat hall rooftop.

LOCATION #8: ENTRANCE TO TIGER'S NEST TOWER

Valuables	Enemies
8/8: $3,000	Spec Ops Ninja × 5
5/5: $5,000	Spec Ops Ninja × 5
	Claw Ninja × 1



Scramble up to the top of the rocky outcrop to a small shrine where three Jackal Thugs lie, ready to feel your wrath. Deal with them easily before destroying the scattered crates, bottles, and chests inside the small shrine itself. Don't forget to swipe the wall chest, too. Then leave using the stairs carved into the rock, moving along the last part of the cave tunnel to reach the base of the Tiger Nest tower, where the last Sheriff Star resides.



Sheriff Star #8: Where the Spec Ops Ninjas attack you, a star floats above a wooden chandelier, at the base of the Tiger's Nest tower.



Prepare for battle as you move through the square opening and into the base of the tower. This arena room fills with Ninjas; five Spec Ops and a Claw Ninja. Fight the Spec Ops Ninjas first, relying on constant movement and The Guillotine if you haven't figured out other attacks. Slam the ground using The Bear to buy you some time, and don't forget to parry, especially when facing the Claw Ninja! When the fight has finished, ransack the arena for cash and look to the exits on the east and west. Choose the left (east) exit and follow the pathway around to a dead-end with more crates, chests, and your final Token. Then return to the arena, take the western corridor, and smash a couple more chests en route to your final ascent.

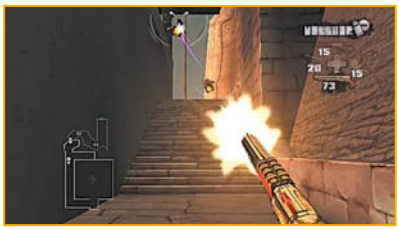


Token #5: Search behind the crates at the end of the dead-end balcony at the base of the Tiger's Nest tower.

LOCATION #9: AN AUDIENCE WITH OKAJI

Enemies
T-58 Drone × 2
Boss: Okaji
Summoned Okaji Drones

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There is more rubble ahead, forcing you to the right (west), into a winding rock wall with two climbable surfaces and a low wall to hop over as you reach the Tiger's Nest tower itself. As soon as you hop over, stop and look ahead at the stairs; you don't want to miss two Drones carrying valuables—shoot them both to bag around $6,000 in treasure! Don't head up the steps yet! Look to the left (east), move down the steps to the barrels and crates, and smash them.



Begin your final climb and head counterclockwise up the stairs, all the way to the top of the tower, where you face a familiar and formidable foe: Okaji is back from the dead; let's hope you can teach him to stay down this time!

TIP

For the very most scavenged cash you can grab, stop targeting Okaji (hold Z) and quickly slash or fire on the crates and barrels in two of the arena's corners. Grab what you can before facing down this master swordsman! You don't receive a cash reward for defeating Okaji.

BOSS BATTLE: OKAJI

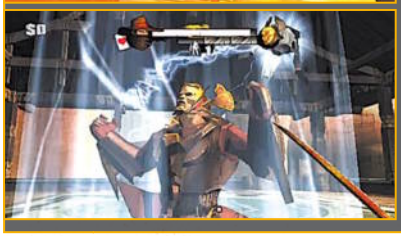


Aside from effective parrying, dodging, and knocking Okaji's armor off him, there is a plan to more easily defeat this fearsome foe, who is especially troublesome on Ninja difficulty. Use a powered-up Sidewinder gun (✣) to quickly remove Okaji's armor. If this isn't available, execute The Reaper instead. When the armor is off, follow up with immediate strong attacks or more gunfire.



Then back away, as Okaji always performs an earthquake (shown); orange flames fan out from his powerful ground attack. This can knock you over, so back up to avoid it or you'll fall and receive damage as he reaches and smashes you.

After a few moments, Okaji repairs his armor, which you cannot do anything about, so simply wait until his armor is replenished and begin the same attack strategy again; you need to whittle his health down after removing his armor, back up to avoid the earthquake, and repeat until all his health is gone.



Okaji is also adept at summoning and throwing Drones at you; a white light surrounds his form when this happens, so back up and execute The Dragon to remove these troublesome threats. You can also use Sidewinder bullets to blast them before they reach you.

CHALLENGE MODE

Bronze	70,000	$5,000
Silver	100,000	$10,000
Gold	150,000	$20,000
Special	232,600	$20,000*

*This challenge does not appear in the game; it is just the highest score we've managed to obtain on Ninja difficulty. Can you beat it?

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04 REVENGE

OVERVIEW

With Shinjiro constantly mocking you, it is time to take revenge! However, a more measured approached is called for as you explore the top of this mountain, where Shinjiro's inner sanctum is located. The Ninja clan is out in force, so slowly ascend, not least because there are eight last Sheriff Stars and five Tokens to find, as well as a hidden Safe. Avenge Tamiko and tear Shinjiro apart!



LEGEND: LOCATION

1. Tiger's Bluff
2. Ninja Plateau
3. Danger! Falling Rocks
4. Cave Shrine (Safehouse)
5. Plateau of the Guan Dao
6. Bamboo Ledge and Fallen Balcony
7. Smoke Cave Shrine (Safehouse)
8. Sky Temple Access Path
9. Sky Temple and Shinjiro Duel

Valuables

- 8
- 5
- S 1

TIP

Make sure you practice the timing of your Tiger power and keep all your Sidewinder ammunition for the final battle with the hated Shinjiro; this is the best way to defeat him!

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NEW OBJECTIVE: DEFEAT SHINJIRO

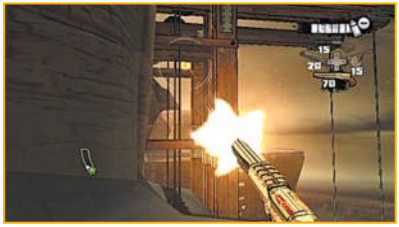
LOCATION #1: TIGER'S BLUFF

Valuables

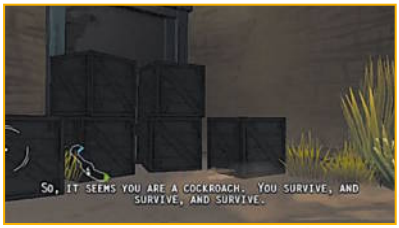
- 1/8: $3,000
- 1/5: $5,000
- 1/1: $3,000



Scramble to your feet and walk southeast to the edge of the initial bluff. You must drop down to the elevator control area (which you can't enter), but not before you shoot your first Sheriff Star. Once you drop, clear the area around the small control building of items.



Sheriff Star #1: A star is floating among the supports for the cargo elevator, on Tiger's Bluff above the tower.



Wait! Before continuing, look behind you and destroy the crates behind (northwest of) your landing position. Behind these crates is a fence that is easily missed. Execute a horizontal slice to remove the fence, and step into a narrow mine tunnel that winds around to the right (east). This leads to a hidden treasure trove, complete with a Token and a Safe. Grab everything cash-related, return to the surface, and climb the rock wall across from the broken fence you just sliced.



Token #1: Be sure to snag the Token in the hidden mine storage chamber, behind the fencing in the initial area known as Tiger's Bluff.



Safe #1: In the hidden mine storage chamber, behind the fencing in the initial area known as Tiger's Bluff, there's also a Safe.

LOCATION #2: NINJA PLATEAU

Enemies

- Claw Ninja × 1
- Sword Ninja × 2



At the top, Shinjiro can be seen in the distance, but he summons three Ninjas and escapes farther along this treacherous pathway. You're left facing one Claw Ninja and two Sword Ninjas; these can be fearsome foes if you don't know how to handle them: You can rapidly tag them with Johnnygun fire, but a better plan is to target the nearest Ninja and execute The Eagle, following it up with air slices so the foe is dispatched before landing. Better yet, a well-aimed Dragon blast can send Ninjas flying off the side of the cliff!

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TIP

These are your best tactics when confronting all of Shinjiro's forces between here and the showdown with Shinjiro himself.

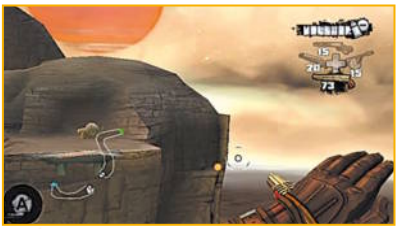
LOCATION #3: DANGER! FALLING ROCKS

Valuables

2/8: $3,000



Move around the rocky hill and climb the small rock wall to the continuation of the path. When you reach the gap, look out for your second Sheriff Star. Then leap the gap and follow the path around to a cave entrance, which becomes partially blocked by some giant falling boulders. Step through and drop down.



Sheriff Star #2: On a tiny, inaccessible bluff, this star is visible from the gap in the rocky pathway, just after the first battle.

LOCATION #4: CAVE SHRINE

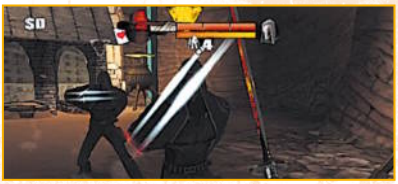
Valuables

3/8: $3,000

2/5: $5,000

Enemies

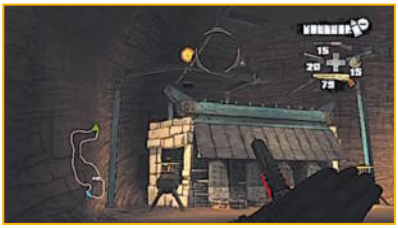
Spec Ops Ninja × 4



Drop into a gloomy shrine, where four Spec Ops Ninjas are advancing on you from the far end. Defeat them using the same tactics you employed against the other Ninjas, and then inspect the area. There's no scenery to scavenge until you head northward, out past a huge boulder that cracks some crates (allowing you to scavenge cash) and a lone barrel, but you can find a Token and a Sheriff Star.



Token #2: On the ground, at the entrance to the cave shrine, look for a Token just to the right of where you land.



Sheriff Star #3: Above the cave shrine on the support rafters of the cave itself, on the left (west) side, is a star.

LOCATION #5: PLATEAU OF THE GUAN DAO

Valuables

4/8: $3,000

Enemies

Guan Dao Ninja × 1

Claw Ninja × 1



Climb the small rock wall and fire on the incoming Guan Dao so it blocks your attacks to the front, allowing you to dodge around and slay him from behind. Then tackle the Claw Ninja using your usual adept powers. Before continuing past this plateau, take a look at the dilapidated ruins of a temple balcony and secure one more star.

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Sheriff Star #4: On a pointed rock outcropping above the plateau of the Guan Dao, near a fallen temple balcony, is a star.

LOCATION #6: BAMBOO LEDGE AND FALLEN BALCONY

Valuables	Enemies
5/8: $3,000	Spec Ops Ninja × 1
6/8: $3,000	Spec Ops Ninja × 2
3/5: $5,000	
4/5: $5,000	



Continue to follow the precarious ledge around (although you can't fall off it), and horizontally slice your way through two patches of bamboo before walking through an incredibly easy-to-find Token. Scramble up the small rock wall as the slope rises slightly.



Token #3: Just after two patches of bamboo on the precarious path just below the fallen balcony is a Token.



Clamber up and ahead (west) as the path continues in this direction. However, look left (south) to see the fallen balcony—a stone walkway that crumbles at the far end. Move eastward to the end so you can secure another Token. There's a little cash in the scenery, too. On the way back (westward), a Spec Ops Ninja drops in from an opening in the roof. Slay him, then tag the Sheriff Star that's now visible.



Token #4: Search at the far (east) end of the fallen balcony, off the main ledge path.



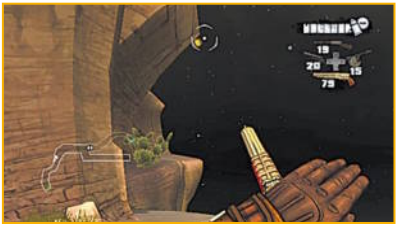
Sheriff Star #5: On the fallen balcony (west end), above the roof, a star is visible after the Spec Ops Ninja has fallen down from the hole.



Move back onto the ledge path and follow it southwest, around the rocky cliff, until you're assaulted by two more

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Spec Ops Ninjas. Use The Dragon to shove them off the ledge, or fight them with your preferred powers, but don't forget to look up for another star.



Sheriff Star #6: Look high on the edge of a cliff above the main ledge pathway, above where you fight two Spec Ops Ninjas.

LOCATION #7: SMOKE CAVE SHRINE

Enemies

Claw Ninja × 2



The path ends in an entrance to another cave shrine. Enter it, but look ahead (southwest) at the opposite exit as the enemy rolls in an explosive barrel, which detonates whether you leave it or shoot it. The cave is badly ventilated, and two Claw Ninjas attack you in the gloom. Don't panic; look for the yellow target triangle and use your usual Claw Ninja takedown tactics (such as knocking them into a wall with The Dragon before finishing each of them off) before leaving the chamber. There's nothing else of worth here. Climb the long rock wall outside, to the south.

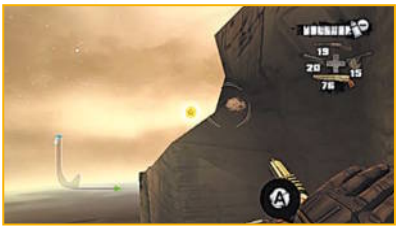
LOCATION #8: SKY TEMPLE ACCESS PATH

Valuables

7/8: $3,000



At the top of the rock wall you just climbed, spin around to face behind you (north). Shoot the star, then head around the path to the bridge, which Shinjiro promptly demolishes from the temple door above you. You can't hit him, so look left (north), hack through the bamboo, climb a small rock wall, hack through more bamboo, and follow the path around to the right (southeast). Leap the gap, climbing up to a final bamboo patch. Slice through that as Shinjiro runs to the mountain summit. Your final duel begins in a moment!



Sheriff Star #7: A star is nestled on a rocky cliff behind you, after you climb the rock wall up from the smoke cave shrine.

LOCATION #9: SKY TEMPLE AND SHINJIRO DUEL

Valuables

8/8: $3,000

5/5: $5,000

Enemies

Boss: Shinjiro



Hop over the gap in the wall, but don't head left (north) to face Shinjiro just yet: Instead, investigate the sky temple itself. Inside a Token, chests, and ammunition await. Gather everything, then turn and move up the steps, pausing only to shoot the last, easily missed Sheriff Star. Your hated rival waits for you at the arena in the sky!

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Token #5: Search inside the sky temple, at the summit just before you head up to the fight with Shinjiro.



Sheriff Star #8: Floating on the roof frame of the ceremonial entrance arch to the arena in the sky is a star.

TIP

Stop! Select your Sidewinder (✣) before you meet Shinjiro in the sky arena, as this is the best gun to use in the fight.

BOSS BATTLE: SHINJIRO



Shinjiro is an exceptional swordsman, faster than a human should be. Simply wading in and attempting to attack him usually results in a quick death for you. Instead, you must become defensive and turn Shinjiro's attacks against him through the use of counters. Shinjiro's main attacks are quick firings of his weapon, dashing zigzags complete with black smoke, and incredibly fast sword strikes at close range.



Quick reflexes and anticipation are the key to your victory here: Parry these attacks, blocking the gunfire with your sword (using Ⓐ), and the moment Shinjiro finishes his combination of slices or attacks that you've blocked, counter with your Tiger power, causing him to be susceptible to any of your attacks for a moment. The safest and most potent of these is shooting him with the Sidewinder. If you've upgraded this gun fully, Shinjiro falls sooner rather than later to your combination of Tiger power and fine gunmanship.

CHALLENGE MODE

Bronze	25,000	$5,000
Silver	40,000	$10,000
Gold	60,000	$20,000
Special	116,200	$20,000*

*This challenge does not appear in the game; it is just the highest score we've managed to obtain on Ninja difficulty. Can you beat it?

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